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Bill Rayl
Atari Interface Magazine
December 89 Issue

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On the Cover

Avant-Garde's pc-ditto II hardware IBM Emulator.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Photographs: Bob Retelle, Hadley Nelson
Artwork: Migraph, Steve Volker

AIM is produced on a 2.5 Meg Atari ST, HP Laserjet II with PacificPage Postscript cartridge and PageStream



From The Reader's Viewpoint

Dear AIM Editors,

I am sick and tired of commercial programmers and software manufacturers complaining about piracy. Show me the programmer who has never used a public domain program, who has not received *free* help from a friend, fellow employee, computer club member or book from a free library.

Those Pirate Blasters owe a debt to people who gave and give free help. Public domain programs did not just materialize. Individuals spent hours, days, weeks developing and sharing their works with the computer community. This is what makes the computer world grow so rapidly.

Piracy decriers who benefitted from someone's freebees now want to get wealthy for their labor. Is this how those disk mongers repay the pioneers and friendlys?

Computers are one of the greatest things that befell Humanity. Our progress is being accelerated like never before.

Handicapped are becoming exceedingly productive; the mentally ill and slow learners are achieving astoundingly. New ideas, instantly displayed on monitors, soon grow into physical realities.

There are minds in our world waiting to be opened. The cure of some devastating ill lies in one of them. Alas, the cost of a computer

and software is beyond the reach of too many.

Rather than restrict the availability of software and computers because of cost, they should be distributed to everyone on Earth. If piracy helps to accomplish this, then I am for piracy.

Friendly yours,
Joseph Hicswa
Passaic, NJ

[Editors' Note: Hmmm...]

Dear AIM,

I recently had the new TOS 1.4 ROMs installed in my 1040ST and must admit that there is a great improvement. However, I am now stuck with several older programs that just won't run anymore. Many of these "Golden Oldies" as I like to call them, I considered favorites, but they have now been rendered useless by the new improved TOS. It seems to me that Atari Corp. should supply some type of translator disk with the ROMs as with the XL machines.

I have tried loading in the very first version of TOS from disk, and then loading the program, but had no luck...strange, as I was sure that would work.

I have also heard rumors "some company" out there was producing an upgrade board with enough sockets to accomodate both the old and new TOS ROMs, and allow

you to switch between the two.

What are we Atarians to do after spending our hard-earned money on good (in my opinion) software? Throw it away? I realize the programmers didn't exactly follow the rules in writing these programs, if they did, there would be no problem.

But I seriously doubt too that they would recall, rewrite and redistribute TOS 1.4 compatible versions. Many of the companies no longer support the ST, and some have even gone out of business. Any advice or comments from your readers would be greatly appreciated.

Thank you,
A Golden Oldies Fan
No Address Enclosed

[Editors' Note: You're in luck! Darek Mihocka has written a program called QuickTos which replaces your TOS 1.4 with other TOS versions from disk. You actually should have been able to boot TOS 1.0 from disk and use your old programs, assuming they aren't auto-booting games.]

With QuickTOS, all you need to do is copy your original TOS.IMG file to the same directory/folder that contains Quick TOS, then run Quick TOS.

Darek originally wrote this program to run current software on the STE. This program is now available on the March AIM Disk of the Month and the online services.

Atari Interface Magazine is a monthly publication that also serves as an official newsletter of several independent Atari user groups and is not affiliated with Atari Corp. in any way. AIM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, (313) 973-8825 voice, (313) 973-9137 BBS. A subscription to AIM is included in membership in any participating club or may be obtained directly from Unicorn Publications.

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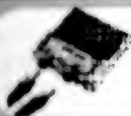
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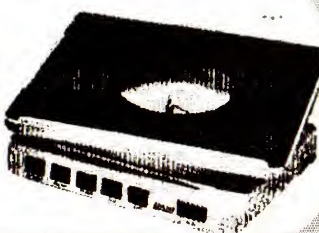
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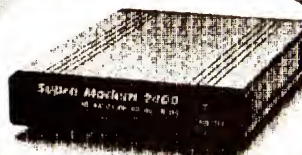
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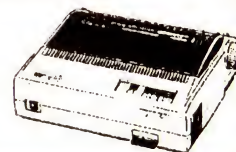
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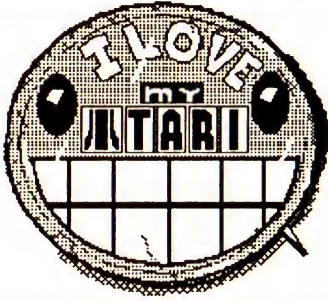


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ATARI BULLETIN BOARD

by Bill & Pattie Rayl

Atari Corp. News

David Harris has been moved over to President of Atari Entertainment Division from President of Atari Computer, after holding that post for only a short time. Meade Ames-Kline was named to fill the President of Atari Computer position. Meade comes from the Koala Springs Beverage Corp., which produces a trendy California soft drink.

Atari has scheduled April 1st to be the debut of the Atari "Power Pack" or "Advantage," whichever name is decided upon, in the Los Angeles area. The Power Pack will be test-marketed there in large retail stores like May Co., Sears, Montgomery Wards and other "cornerstones" of shopping malls. The Power Pack will be a 520STfm packaged with approximately 15 different software titles, and it is said to retail at \$399. Tentative software titles include WordWriter ST, Data Manager ST, Swiftcalc ST and NeoChrome.

STe and Stacy

The new STe, which is to replace the 520/1040ST on the Atari Dealer's store shelves, has passed Atari's internal FCC testing and has been submitted for testing to the FCC. The machine is expected to pass without problems and should be available to dealers by early April.

The wait for the Stacy portable should be over soon as well. The release of the Stacy was held up at Atari headquarters because of a problem with Conner hard drives

in the first Stacy's. It seems the Conner drives parked themselves whenever any software attempted to access any other DMA device.

It took some time to discover the cause, but while Conner is fixing the problem Atari has been busy building Stacy2s and Stacy4s with the intention of installing the drives once Conner develops the fix. The demand for the Stacy has been so great the first production run has already been sold.

One word for people seeing advertisements for the Stacy1. The Stacy1 is not in production let alone passed FCC testing, so it will be some time before the Stacy1 is actually available in the US.

Manager of User Group Services, Bob Brodie, travelled to Michigan with stop-overs in Chicago and Denver recently. He spoke to many of the user groups from Michigan and Ohio. And while in Chicago and Denver awaiting his flights, he met with user group members -- a marathon of user group meetings if there ever was one!

Developer News

Darek Mihocka and Ignac Kolenko have released Quick ST II and Quick Tools, Volume 1. Quick ST II is a significant improvement in the Quick ST program, with increased GEM speed, customizable fill patterns and even the ability to place DEGAS pictures on your desktop.

Quick Tools is a collection of utilities able to run as either applications or desk accessories. These include a command line interpreter, a fast file finder for hard drive owners and an excellent label making program. A demo disk for

Quick ST II and Quick Tools is available for \$5 from Branch Always Software, Box 2624, Station B, Kitchener, Ontario, Canada, N2H 6N2.

RONSAT Technologies has announced the release of STonehenge II, an external RAM-drive for the ST. STonehenge II connects to the ST via the DMA port, and has a DMA through port to daisy-chain STonehenges or hard drives. STonehenge II comes in 265K and 2Meg configurations and is completely assembled in a small modem-type casing.

STonehenge's data and retention is completely separate from the ST, so in case the system locks up or bombs, the information in STonehenge's RAM will not be lost.

The 2Meg version retails at \$599 and the 256K, easily-upgradable version sells for \$449. RON-SAT may be contacted at (708) 520-8003 (voice) and (708) 520-7812 (modem, log in as Info).

MicroVision, from Beaverton, OR, has announced their ST/Mega hard drive kits with either 325 Megs or 650Megs of data storage. The "footprint" of the hard drive is 9.5"x10"x4.37" and includes cooling fan, power supply, SCSI connector and external switches for SCSI ID and write protection.

MicroVision uses Maxtor mechanisms with an average of 18ms access time. MicroVision can be contacted at 18180 Cornell, Suite E, Beaverton, OR or (503) 690-6639.

Dorothy Brumleve has done it again! She's released Super Kidgrid, a creative graphics design program for children ages 3-11. Super Kidgrid offers experiences in patterning, shapes and color,

and can be both entertaining and challenging. For more information, contact D.A. Brumleve, PO Box 4195, Urbana, IL 61801 or phone (217) 337-1937 during business hours.

Avant-Garde Has pc-ditto II Fix!

It was announced recently on the on-line services that Bill Teal at Avant-Garde Systems has solved the timing problems which caused most pc-ditto IIs to not work. The fix involves removing two chips from the pc-ditto II board and sending them back to Avant-Garde to be replaced. These two chips are labeled U27 GLUPAL (part TIBPAL 20L8-25CNT) and U15 EMSPAL (part TIBPAL 16R4-25CN). They are still working on a fix for the blitter and Mega expansion port problems.

Artisan Software has announced the release of Word Quest Utilities, a gem-based system to use with Word Quest and Word Quest 2 crossword puzzle files. This utility will not be made available through dealers, but can be purchased from Artisan Software, PO Box 849, Manteca, CA 95336 for \$19.95 plus \$1.50 shipping and handling.

Titus Software Corp. has just released Knight Force, a sword fighting game, for the ST. Your object is to travel through five time zones, gathering amulets, defeating monsters and overcoming obstacles to get into the Castle of Doom and rescue the Princess Tanya from the evil sorcerer Red-Sabbath. The different

times include medieval, prehistoric and present day.

Electronic Arts has released The Hound of Shadow, a game based on the stories of H.P. Lovecraft. This game introduces the Timeline system for generating your character. You may choose your sex, occupation and hobbies. The choices you make can influence the outcome of the game, and once you've completed this game, you may take your Timeline character through more EA graphics/text adventures.

Atari Shows

The Toronto Atari Federation will be sponsoring an Atari Show on April 1st at the Airport Hilton in Mississauga, Ontario, Canada from 10 am to 6 pm. TAF sponsored a successful show in November, '88. For more information, call (416) 425-5357.

The first World of Atari show this year is scheduled for April 7 and 8 at the Disneyland Hotel in Anaheim, CA. Some reports say this show will be better than last year's Anaheim WOA. For more information, contact Rich Tsukiji at ST World.

The Pittsburgh Atari Computer Enthusiasts will be sponsoring the North East AtariFest '90 at the Chartiers Valley High School, near Pittsburgh on April 28 and 29. Bob Brodie from Atari is scheduled to attend, as are a number of important Atari developers. User Groups can obtain a table at the show for only \$25. For more information, call (412) 843-0682 or the PACE BBS at (412) 571-0891.

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pc-ditto II

A Big, Fast Upgrade

Hadley Nelson (ABLE)

On January 10, 1990 at the ABLE ST SIG meeting, one member brought in his new pc-ditto II package he had just received from Avant-Garde Systems. The serial number seemed to indicate this was the fifth production unit.

For those who are new to the Atari ST scene, pc-ditto is a software product, developed by Bill Teal of Avant-Garde, which enables one to run most popular IBM software on the Atari ST. It literally transforms your ST into an IBM compatible.

Pc-ditto II is a long-awaited and eagerly sought upgrade to the highly regarded pc-ditto. Pc-ditto II is a hardware/software product developed to significantly improve the speed and enhance the video presentations over that of pc-ditto.

The pc-ditto II (hereafter called PCD II) package (see Figure 1) consists of a surprisingly large main printed circuit board, a small daughter board called the PCD II

connector, two ribbon cables (16 and 34 wire) that connect the two boards together and some insulation material for the main board. There is also a bottle of liquid used to improve the electrical connection between the PCD II connector and the legs of the MC68000 processor chip inside your ST.

On the main board, there is an empty 40 pin socket for an optional 8087-1 math coprocessor chip. In case the socket is to be left empty, a jumper wire is provided to bypass the chip. In addition, the package also includes a PCD II systems disk containing the software necessary to make PCD II work and an Installation Manual.

Installation Manual

Let's look at the Installation Manual. It has no Table of Contents, no Index and no page numbers. The manual appears to have two chapters and three Appendices.

Chapter I is the Introduction and generally describes the pc-ditto II package. The package we examined appears to be missing

the User's Manual and the registration card. Other customers have reported the system disk missing from their packages.

[Ed. Note: According to Avant-Garde, the User's Manual is the same as that for pc-ditto, and since all current shipments of PCD II are to owners of PCD I, those owners already have a User's Manual. As for the registration card, since PCD II is currently being shipped directly from Avant-Garde to pre-registered customers only, the registration card is also not needed.]

Chapter II describes a 30-step hardware installation procedure. (It is noted that Step 13 is missing entirely.) It takes the first 14 steps to describe how to remove the shielding from the computer and the last eight steps to describe reassembling the computer. Step 15 tells you to locate the Motorola 68000.

Steps 16 and 22 tell you to orient (since there are no keyways on the connectors) and connect the ribbon cables to the boards. Steps 17 and 18 tell you to clip the PCD II connector (hereafter called the chip clip) over the 68000 chip after aligning the notch. There is no instruction in the Installation Manual on how to use the bottle of liquid provided to increase conductivity of the connections. Steps 19 and 20 describe how to install the math co-processor if it has been optionally purchased, or how to bypass it otherwise.

An almost unbelievable omission from the manual is the total lack of any mention of where the main board is to be placed in the computer. The Installation Manual does not discuss how to implement the IBM emulation mode at

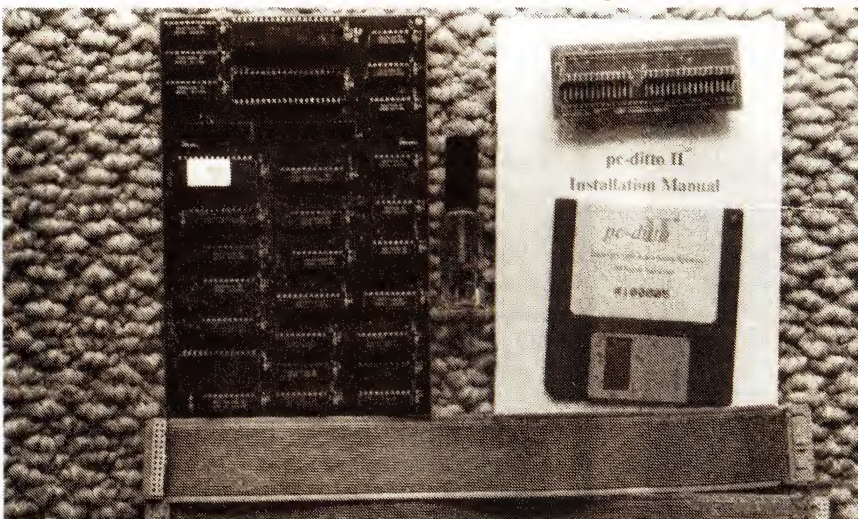


Figure One

all. It does refer the user to the User's Manual (missing from the package we inspected) to learn about the software on the PCD II system disk.

Appendix A discusses troubleshooting. First off, Avant-Garde only warrants that PCD II will work with the IBM software identified on the certified list included on the system disk. Regarding hardware troubleshooting, the manual refers to using the PCD2DIAG.PRG diagnostic program...which is not on the system disk and is also not available at this time on GENie or CompuServe.

The manual specifies Avant-Garde does not warranty PCD II for use with non-standard or modified computers.

Appendix B provides a nice write-up on how to obtain customer support from your dealer and from Avant-Garde Systems by letter, by telephone or on-line. Unfortunately, much to the consternation of users, it has been practically impossible to contact Avant-Garde by any means for the past several months in support of either pc-ditto or PCD II.

Appendix C describes the product warranty. The message here is that if problems occur, one should take prompt action to return the package to Avant-Garde insuring that the product has not been modified or damaged in any way.

The PCD II Connector (Chip Clip)

The chip clip is a daughter board used in making connection to the 68000 chip. It consists of a printed circuit board with two rows of 32 pins on the bottom, along with two alignment pins to contact the chip ends. The top of the board has two male connectors, one having 26 pins and the other 34 pins. The chip clip fits over the 68000 CPU chip. Only tension connects the pins of the chip clip to the legs of the CPU chip. Since a poor connection here will definitely cause a lockup and a system malfunction, the chip clip is considered a weak design link in the system.

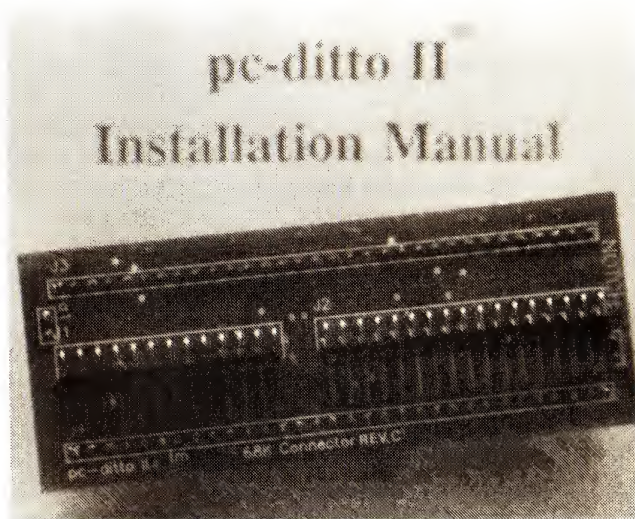
Reviewing messages on the telecommunication services, it appears the chip clip connections are indeed causing problems and in at least one case, Bill Teal, himself, recommended soldering the clip to the chip as a solution. This seems like an excellent idea.

It is also understood that Avant-Garde will market an Expansion Bus connector for Mega owners which replaces the chip clip and will plug directly into the Mega Expansion Bus port.

The PCD II Main Board

The main board is a 7x4 inch printed circuit board having a large number of components and many socketed chips on it. It looks well made, sturdy and like a prototype. According to Avant-Garde, each board is tested (burn-in) before shipping to the customer.

The original board design was to use a gate array instead of the usual multi-processor chips used in the clones. However, a design change was made late in



The Chip Clip

the development cycle to utilize the standard NEC V30 chip as used in the SuperCharger and PC Speed, competing IBM emulators for the ST.

The gate array components are still on the main board and are used along with the V30. The main board will support CGA (Color Graphics Adapter) graphics, provide usable mouse support and allow parallel printer, RS-232 and hard drive operation with up to 640K memory. One user, namely Jim Allen of Fast Technology, has reported a Norton SI rating of 4.0, making PCD II many times faster than an IBM PC-XT or PS/2 Model 30. According to Avant-Garde, upgrades will be software only and free. The first upgrade will include EGA (Enhanced Graphics Adapter) and EMS (Expanded Memory System) support.

The main board contains the empty socket for the optional math co-processor. It should be noted that only the 10 MHz 8087-1 co-processor chip (about \$100) will work. Chips with other suffixes are slower and will not work.

A major problem with the main board is its physical size. PCD II is warranted to operate on the 520ST, 1040ST and the Megs. It is becoming apparent that the board will not fit into some unmodified computers, let alone those machines that have been modified with memory upgrades or an accelerator board.

It is believed that the final production board could be significantly smaller if surface mount technology is used.

Connecting Cables

The two interconnecting ribbon cables are too big and inflexible. The connectors do not have keyways. It seems that smaller, more flexible cables would be more satisfactory.

PCD II System Disk

The PCD II system disk contains the following list of files and folders:

README.1ST	/PCPROGRAMS
CERTPGMS.DOC	PC_DFMT.COM
KEYBOARD.DOC	PC_DDRVR.SYS
/STPROGRAMS	PC_DMOUS.COM
PC_DMENU.PRG	PCDSETTD.COM
PCDMENU1.RSC	PC_DHD.SYS
PC-DITTO2.PRG	CACHE.COM
PC_D2.1	CACHE.DOC
PC_D2.2	
AHDFIX2.PRG	
AHDFIX.DOC	

Users of pc-ditto will recognize the main programs, as they are very similar. In particular:

PC_DMENU.PRG—This program allows you to change the characteristics of PCD II to your taste. Such parameters as colors used by the monochrome and graphics palettes, disk drive assignments and others are configured by this program. This program should be run first, before **PC-DITTO2.PRG**.

PC-DITTO2.PRG—This is the main program. Clicking this program will start the IBM emulation using preferences selected in **PC_DMENU**.

Conspicuous by its absence is the diagnostic program **PCD2DIAG.PRG**.

Conclusions

PCD II is not vaporware and is available for \$299.95 from Avant-Garde Systems. The PCD II hardware/software package is operational on Avant-Garde's computers and a few users have been able to get it installed and working. On those few computers where PCD II is working, it has been successful in running (bug free) all the PC software that worked with pc-ditto, but at a much higher speed. Whereas pc-ditto was more a novelty showing that IBM PC software could be run (slowly) on the ST, PCD II makes the ST a viable, useful PC clone.

Unfortunately, based upon messages on GENIE and CompuServe, a vast majority of PCD II customers have encountered one or more of the following difficulties:

1. Running the **PCDITTO2.PRG** results in lock-up or a "No pc-ditto II Hardware Installed" message. The likely cause is bad or improper connection of the PCD II hardware.

2. MS-DOS does not properly boot. The likely cause is an interrupt timing problem peculiar to your particular computer. Avant-Garde is aware of this problem and is working on a software fix that will be placed on the networks for downloading.

3. The PCD II hardware does not fit into the computer. This problem may prove insurmountable, although one innovative user ran the ribbon cables out

the back of the computer case and placed the PCD II main board into a Radio Shack box. The ultimate solution may be to redesign the main board to be substantially smaller (like PC Speed) and make a more flexible chip clip.

The PCD II package betrays a hectic race to get the product out. The packing list does not tally with the actual items delivered (e.g., there was no user's manual delivered, but there was a bottle of liquid not mentioned in the list). The Installation Manual must surely be classed as below mediocre. The chip clip is poorly conceived at best and will, almost certainly, be a cause of inoperations during the life of the product (unless it is soldered onto the 68000).

There seems to have been a major design change in the main board during development that may have caused it to be unnecessarily large. In any case, the main board is *big* and will prove to be a vexing problem for PCD II users with memory upgrades or computers not prototyped by Avant-Garde. Avant-Garde has an excellent written policy of free software maintenance and upgrades, but recent customer relations have been terrible.

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Toad 170 Drive 28 ms Access Time 2 5.25" Mechanisms.....	\$1399

* Drives available with a 3.5" or 5.25" DS/DD floppy disk drive installed for the ST for \$99 extra. All drives use the ICD Host Adapter and come with the latest version of the ICD formatting software.



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How to Write an Article

It's Easy, Just Give It a Try!

by The Guru (SPACE)

How does one begin to write an article for Atari Interface Magazine? That's a good question. The first place to start with an article is at the beginning. I'm not trying to be funny, but that's usually a good place to start.

Getting Started

The first thing you have to do is choose a subject (i.e. a program, a game, a piece of hardware, or even an opinion—like I said we'll take anything). Hints and Tips are especially appreciated by other users. Reviews are good because they tell the readers whether a certain item is worth purchasing or not. Readers should also know what kind of computer background you have to determine your credibility.

After you have chosen a subject, you must begin collecting background information. By that I mean you have to try out the software/hardware. During this stage you should be taking notes. (They can be mental notes.) Just remember the highlights, areas where you had difficulty, anywhere the documentation didn't cover the area very well or anything else out of the ordinary.

Proper Reviewing

Be sure that if you couldn't find something in the manual that it really wasn't there. Nothing makes a publisher madder than someone who is too lazy to look in the manual. If it wasn't there or was difficult to understand don't make excuses for the publisher. Also, it is

wise to get someone else to double check your facts, particularly in the case of a negative review.

Outlining

The next thing you might do is put down an outline to help you through the writing. This is not always necessary, but it may help you if you get stuck. And it gives something to go back to and expand if you need more material.

From your outline, you can begin your writing. This first output is known as a rough draft. This doesn't have to be perfect. Remember nothing is ever *perfect*. Even those papers in college where you may have got a 100, there was probably something wrong with it (maybe it just wasn't considered wrong by the grader—did you remember to cross all your "T's" and dot your "i's"?). The editors here aren't that picky about the minor things.

Editing Your First Draft

Next, you can look at your draft and make changes. After you make changes, you should have somebody look at your DRAFT. They should look to see if everything is understandable. They can also look for misspellings or grammatical errors if they know much about the English language.

If you have a spelling checker be sure to use it. You'd be surprised how often people forget to run it before saving their text file. *Us computer users is not two particular about that english stuff <<Grin>>.*

Structure in Your Article

Other notes to remember when writing an article are that it should have an opening (or beginning), a

body (or middle) and a closing (the ending). You should have a minimum of at least three paragraphs.

Finally!

The next thing to do is submit your article to us. At this time, you can do this one of several ways. You can send us a printout with your article, and if possible, you should get it to us on a 3.5" disk. If you'd like, you can upload the file to our BBS (313) 973-9137, or to us on GEnie and Delphi (UnicornPub) or CompuServe (71361,411). We'd prefer either ASCII (with no control codes—ie, no centering or bold) or STWriter and AtariWriter format. Please don't justify your text margins (i.e. leave your text "ragged right"), and put two returns between paragraphs.

Remember to be yourself when you are writing articles for the magazine. We're not looking for another William Shakespeare, just informative and helpful articles. After your first article, they all get easier. I was able to tap this out in less than a half hour (You can probably tell, can't you?). Good luck!



Beware of Evil GENies



G.L. Ray (TACE)

Have you ever had one of those days when nothing seems to go right? How about "Have you ever had one of those articles when nothing seems to go right?"

Well, this particular article has been through quite a bit from the time of the original inspiration, until finally arriving on disk to the AIM Editors—cross my fingers. This is the third, count 'em again, third time that I have written this particular piece. On each time previously, the disk upon which this article was saved met an untimely accident.

You see, I haven't had my ST very long, only about 9 months. Unlike my 8bits, I do not have an unexhaustible supply of disks, so I do a lot of reorganizing, moving files from one disk to another. As I collect enough utilities to fill a disk, for instance, I start juggling files around, condensing disks, discarding files in which I'm no longer interested.

Well, not once, but twice I have gotten confused and formatted my word processor data disk, and wiped out many hours of work. Well, I just hope that this rendition is as good as the first was.

Troubles with GENie

First of all, the episode that I am about to describe took place on GENie, but in no way am I trying to cast a negative view upon that information service. On the contrary, GENie is still the only service that I use, and I would recommend it heartily to anyone interested in telecommunications services.

Last April, I was trying out my new ST over the phone lines, using Interlink software, which was also new to me. I was having problems, and I garbaged up my data disk directory. I believe that I may have switched disks and didn't reread the disk, or something.

At any rate, I messed up the whole directory of the disk to the point that I could not read or write to the disk. So, frustrated, I just pulled the plug, so to speak. I turned off the computer without doing anything else, while still online, and quit for the night. I didn't use the modem for a few days, but I eventually got around to trying again.

The Plot Thickens

All seemed well and good, until the first of the next month when I got my VISA bill, or should I say when my wife did. When she brought me the bill...well if looks could kill, she'd be collecting on my life insurance. GENie had billed us for \$1286...that's right, \$1286. I thought that surely she had just misread it, \$12.86, right? Wrong! \$1286.

I was furious...and then I was scared to death. What if I had sleepily left my computer hooked up, online for several days. I mean, something that stupid is not beyond me.

Panic in the Streets

Frantically, I began searching through my GENie manuals for a number to call to clear up this mess. I fumbled through the various pages until, finally, I found a number to call. The woman who answered did a quick check, and

informed me that I had used their services continuously, during prime time hours, from the 4th of April through the 8th.

A Stolen GENie Account?

At this time I was thinking that someone must have gotten my User I.D. number somehow, and stolen time at my expense. So I decided to head to the phone company the first thing the next morning. The only access that I have to GENie is through long distance. So I knew I would have a pretty accurate record of my usage.

What I found out was that I had accessed GENie on April 4th and again on April 8th, for a little over two hours total. I began to see a pattern, as these were the exact dates that I supposedly began and completed my marathon modem session.

That afternoon I called GENie again, and this time I got a woman who was a little more understanding. I explained my problem, and she told me there had apparently been a "Hang." She told me that someone from the Billing department would call me back later.

Resolving the Problem

I waited a couple of days, and I called again. I got the same woman again, and she asked me to hang online while she personally went to the billing department to check on it. She returned with the same message, there was probably a "Hang," an audit would be done to check for sure, and someone from Billing would contact me.

So I waited again for a couple of days. We called our bank and told them about our problem. They instructed us to pay our nor-

mal payment, and wait about the \$1000 plus that we were over our limit until this was all cleared up. Still no reply.

Finally!

So once again I called GENie to inquire about the status of my problem. Again I got the same woman, and she was shocked that I had heard nothing. Once again she went personally to the Billing department to check it out. She was informed that the Billing department had tried repeatedly to contact me (although I had left the number to our 24 hour answering service), and then she gave me their message.

There had indeed been a "Hang," and "I" would have to contact "my" bank and file a dispute of charges to clear it up. (Why couldn't they just give me a credit???) That's what my bank representative said also... "Why couldn't they give you a credit?"

All's Well that Ends Well

So now, after spending more long distance phone calls to clear up a problem that could have been cleared up at their end, I finally get the charges removed. All in all, it took over three weeks to clear up my VISA bill, all the time not being able to use my card because it showed me well over my credit limit.

But that is minor compared to what could have happened. What if I didn't have good phone records to trace my usage and determine the problem? What if I used a direct payment withdrawal, instead of my VISA card to pay the bill? (Talk about returned checks!!!)

The moral of the story...how about "Beware of Evil GENies?" Or more realistically, "Be sure to double-check your usage charges...you may be overcharged and not know it." And always be sure to sign off. I don't know for a fact that this is what caused the "Hang," but it sure couldn't hurt. *Right?*

By the way, my actual charges for the month of April were a little over \$14...just about what I figured.

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Arbitrary Discrimination?

Another Opinion

Lloyd Pulley, Sr. (PHAST)

The January issue of AIM had an article by Mr. H. Jake Olbrich titled "Piracy = Arbitrary Discrimination." After reading Mr. Olbrich's article several times (and learning more about farm machinery than I really wanted to know), I was still confused about his basic premise and even more confused with how it fit into his farm machinery introduction.

I had four other people read the article and got four different interpretations of what was being said. Was he saying that by pirating, the Atari community is shutting itself out of the market? Was he saying that the Atari market is being discriminated against and that discrimination is arbitrary? Was he saying that the computer and/or software industry is an oligopoly and is shutting Atari out of the market? Or was it all or none of the above?

Since I'm not exactly sure what he was saying, I will attempt to discuss the three things that I *think* he was trying to say. But the first thing I will do is ignore the first 2/3rd's of the article, as I don't want to get into a discussion about farm machinery, and I saw little or no connection between it and the last 1/3rd of his article.

Definitions

The second thing we need to do is to define our terms and make sure that the sum of the words in the article mean the same to all of us. I have found the biggest source of misunderstanding is that different words and terms mean

different things to different people. So I will rely on Webster's dictionary for my definitions.

Webster's defines *arbitrary* as "guided by will alone; high-handed; despotic; absolute." It also defines *discrimination* as "faculty for drawing nice distinctions; perception; a difference in treatment between persons, places, things." Finally, it defines *oligopoly* as "control of a market or service in a given market by a small number of companies or suppliers."

Oligopolies

Let's start with the oligopoly topic first and get it out of the way. A good example of an oligopoly in the marketplace is Coke and Pepsi. They probably control 80-90% of the cola market. Yes, there are some other colas, but basically these two companies control the marketplace, and it is very hard for any company to enter into the cola market and compete with the two major powers.

Is the same true in the computer market? It sure is! Apple and IBM (and clones) control the major part of the computer market. But just as Royal Crown and Jolt have found a niche in the cola market, there is room for the Atari ST/Mega (and Commodore Amiga) in the computer market if they are marketed properly.

Atari has been in the computer market for a long time and had brand name recognition. Atari had a big userbase to pull from, there are/were millions of 8bit Atari owners. The ST had the price, power and user friendly interface to find it's own niche in the computer market.

Did you notice all the "had's" in

the above paragraph? By improper marketing, little or no support for developers and dealers, a lack of computers for the US market (when there was a demand for them) and bad managerial decisions, Atari has lost most of the potential advantages that it had 4 years ago. Can it gain back these losses? That remains to be seen. But the oligopolistic control of the computer marketplace by Apple and IBM has had little effect on the Atari ST market, other than to give the potential ST customers that Atari's bad marketing has driven away a place to go.

On to Discrimination

Next, let's discuss the discrimination issue. Is the ST being discriminated against by the software and hardware companies? I'm sure that it is. Remember that discrimination isn't necessarily bad, it's part of business and human nature and that there are different types of discrimination.

If you were WordPerfect Corp. (example only) and sold more units of your product to the IBM market in one month than you've sold in the ST market totally in two years, you would treat the IBM market differently than you would the ST market. Thus you'd be guilty of discrimination ("a difference in treatment between persons, places, things") but you'd also have good business sense.

Now, if you were brand "X" company and were thinking of getting into the ST market and saw (perception) that WordPerfect was making little or no profit on its product in the ST market, you would think twice about entering it. Now add in the "perception"

that Atari has 1/6th the dealers today than it did 3-4 years ago, the "perception" of Atari's past record of bad marketing, limited support of its dealers and developers, the "perception" that the Atari users are the worst pirates in the computer industry (more on that later), the "perception" that there are probably only 200,000-250,000 ST units in the US (and the number isn't growing very rapidly), and you'd think three times before entering the ST marketplace. Would these perceptions of the Atari marketplace be discrimination? Yes, but it would also be good business.

So we've decided the Atari ST marketplace is discriminated against (at least some of the time) but is that discrimination "arbitrary?" Is there a good reason for it or is it "high-handed, despotic, absolute." Or maybe it is simply "oligopoly" discrimination?

One good example of arbitrary discrimination is Electronic Arts. When the ST first came out, they said they wouldn't write software for it no matter how successful it might be. What was the rationale for this decision? They felt the 8bit Atari market had cost them too much money. This type of attitude could be considered arbitrary discrimination, the 8bit Atari market has no bearing on what the 16bit market will do. (NOTE: E/A later changed their minds and ported some of their software titles to the ST.)

But this attitude is the exception, not the rule. Most software houses are businesses and they are in business to make money. If you show them where it's in their best interest to write software for a specific computer, they will write the software no matter how they feel personally about the system.

Then what about the "oligopoly" discrimination? Are some computer manufacturers telling software houses not to write software for the ST? I'm sure that IBM and Apple have *hinted* to some of their major software companies that they'd just as soon have them write software only for their system. But while IBM might "hint" to Lotus not to write for the ST and Lotus might obey IBM's "hints," there are 1,000 other software companies more than willing to step into any situation where there is a profit, no matter what Apple or IBM might want. Again, any companies that are ignoring the ST market because of oligopoly discrimination are the exception and not the rule.

So How About Piracy?

Let's see, what does that leave? Oh yes, the piracy issue. Let's preface this issue with the comment that all software publishers, for any computer system, know their software is going to be pirated. Just as retail sales stores know that "x" percentage of their stock will disappear due to shoplifting, and adjust their prices accordingly, the same goes with the software industry. To think that piracy will ever completely disappear is wishful thinking. So are the Atari ST users worse pirates than normal? Is this the reason that software companies don't program for the ST?

To answer the first question, I had to go to some of

my acquaintances who are pirates. (It is not the purpose of this discussion as to whether I should be acquainted with pirates/thieves, anymore that it is the purpose of this article as to whether I should be acquainted with someone who cheats on their taxes.)

What I found out was very interesting, to say the least. It seems there are only about 1/2 of the ST pirate BBSes available today as there were 2 years ago. Also, many of the ST pirate BBSes now are "forced" to carry ST and Amiga software because there isn't enough ST software and users to keep their boards busy anymore (but few Amiga boards carry ST software). Another interesting tidbit was that many of the ST pirates now have moved to the Amiga. I found out that it's just as easy, if not easier, to get Amiga, Mac and IBM software as it is ST software. Does this sound as if the ST users are worse pirates than users for other systems? I don't believe so.

The basic problem is there just aren't enough STs being sold in the US. It's a given in the software industry that most software is sold to new system owners within 90-120 days of the purchase of their systems. After you own your system for over 120 days, you have much of the basic software you need and you become more particular in your buying—how many word processors or terminal programs do you need? As long as new people are walking in off the streets and buying systems, they are buying software.

But when there are few dealers, a negligible amount of advertising and few systems available for sale, all of a sudden we find very few new people coming in and buying systems. When there aren't people buying new systems, there aren't people buying new software. When you have a growing system, piracy isn't perceived to be as much of a problem as it is when you have a stagnant system (when you are making \$1000 a week, a \$10 loss isn't much but when you're making \$100 a week, the \$10 becomes more noticeable).

What are the Conclusions?

After all of the rhetoric, what do we have left? There is little proof that there are oligopolistic practices against the ST market. There is little doubt that there is discrimination against the ST market, but it hasn't been proved that the majority of this discrimination is arbitrary and not deserved. There is no doubt that there are pirates in the ST market but little, if any, proof that they are any worse than in any other computer market.

The one thread finding it's way though all of these topics is the lack of Atari marketing and support. Let us not ignore, or condone, piracy in any form, but let us also not ignore Atari's place in this problem. If the ST had proper marketing, support and advertising in the past, none of these so-called problems would even be being discussed here today. We'd be too busy telling everyone about the new software and hardware that we have available for our systems.

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The ParSec Graphics Board

Courtesy STatus Mag.

This article appears courtesy of STatus Disk Magazine and originally appeared on their disk. For more information on STatus, contact STatus Disk Magazine, Suite 299, 4431 Lehigh Road, College Park, MD 20740.

NOTE: As I write this, 6:42 a.m. on 2/5/90, we have this news exclusively—to our knowledge!

One of the long standing dreams and wishes for the Atari ST owner has been to own the mythical ParSec Graphics Board. Early reports of its capabilities, revolving around a TI34010 running at 50mhz, were absolutely incredible, and the prospect of such a board attached to the ST added considerable stock to the idea of sticking with an ST for video work (at least for me!)....

A few minutes ago, I spoke with David Encill of Elmtech Research, the company behind this exciting new product. David explained to me some of the exciting capabilities of the ParSec while answering "down-to-earth" questions from a prospective buyer.

First of all, the ParSec Graphics Board connects to *any* Atari ST via the cartridge port. This means a 520ST could operate in conjunction with the ParSec, just as well as a Mega 2.

The ParSec comes in two models: the 4768 and the 8768. Initially, the capabilities are scaled down to a resolution of 1024x768 with 16 colors/scanline from 4096. As an aside, David mentioned that unlike the regular ST, this means you can pick 16 totally different

colors for each individual scanline! With 768 scanlines, this means a lot.... This "base" model comes with 768k of VRAM (Video RAM), but is easily expanded to the same level as the 8768 mode with more RAM.

The ParSec 8768 contains approximately 2.5 MB of VRAM with another 4 MB of "program memory." At this time it should be pointed out the ST doesn't control the ParSec like a traditional graphics board; rather, the ST works as an I/O device to it, much like the Mega would for the Atari Transputer Workstation (which is certainly not available here in the USA).

With all of this memory, the ParSec can perform some astounding feats: 1024x768 with 8 bit planes (256 colors) from 16.8 million or 32768 colors per screen (using true 15 bit video)

All of these modes, I might add, are not for just "still-shot" images, but are used for full-fledged animation.

The ParSec also comes standard with its own RS-232 and SCSI ports so it will not hinder itself (or the ST, which probably can't be hindered by an expansion running at 6.25 MIPS!) by relying on the ST's capabilities.

ParSec Software

Thus far, the hardware looks impressive, but the first question that sprang to mind was whether this expansion would have any software to utilize these mind-boggling specifications.

David mentioned no less than *four* (4) packages planned for the ParSec. One, "Da Vinci," is included free with the ParSec, and

functions as a basic artist's program which exploits the ParSec's unique capabilities.

"Topaz," a GEM emulator, will permit it to run ST GEM applications with little or no incompatibilities. It might be noted that Calamus did *not* work on it in its present state, but the Topaz programmer, who is German, is working with DMC (also German) to insure compatibility.

(NOTE: Calamus has had problems with other expansions, such as the Fast Technology Turbo 16. I believe the problem with the Turbo 16 was fixed, so we can only hope that they will be as expedient with the ParSec!)

"Chimera f/x" is a full-featured package which takes up where Da Vinci ends. Chimera f/x is designed to reproduce on the ParSec the traditional artists tools, such as brushes, pens, pencils and sketching tools.

It doesn't stop there, either, because it even takes into account the amount of pressure applied to the drawing tool and mimics the response it would have on the ParSec. Chimera f/x also has another unique feature: It will function as the basis of other programs, letting them utilize its capabilities.

The next two programs do just that. David described them as a "solid modeling program which can even import CAD-3D files or Amiga Sculpt 4D files" and a "fractal landscape generator." To say the least, I was absolutely stunned by the possibilities of such a package...

Also, since video professionals need the ability to digitize and genlock live images, Elmtech is planning to offer both a digitizer

and a genlock. David didn't give me any details on the genlock, but the digitizer sounds exciting. It will be capable of "grabbing 250,000 pixels in 8 bit video (256 colors) in real time." This, obviously, is not a toy.

According to the August 1989 issue of ST World (U.K.), the ParSec's suggested list price is 920. Converted to American dollars, that is roughly \$1500. The exclusive North American distribution rights belong to Datel Electronics, a large company that has a base of operations in both the U.S. and England.

Programmer Details

Finally, a typical STatus interview with a developer wouldn't be quite right if we didn't get some kind of information about the men behind the product. David and I had a good laugh about some of the older machines, and how we grew up with our first computers. Mr. Encill's first computer was an Atari 400 with 16K of RAM.

He also seemed to be just as excited as I was about the ParSec and its prospects on the Atari ST. I asked him about the decision to make it for the ST first, and

he said that the main reasons were that "the ST was outselling the Amiga back when we started on it, and the ST also lacked video support." Seeing this market as growing, and empty in the vital area they could provide a product in, Elmtech began working on the ParSec as an ST expansion. However, he did mention that it can be easily modified to work on an Amiga or Apple Macintosh and that versions for those machines will be (most likely) forthcoming.

(NOTE: We tried contacting Datel Electronics, 1-702-734-9100, in Nevada for more details. After speaking to Richard Ollins, it seems we've broken this story just as things are developing. He confirmed the agreement between Elmtech U.K. and Datel had just been completed, but it would be another two or three weeks until Datel received actual units in order to properly present the product to the public. They also mentioned it will not be sold through dealers, but direct from Datel. There was no information on any plans for developer support or incentives through Datel for the ParSec, and Richard referred all inquiries to those effects to Elmtech, in England.)



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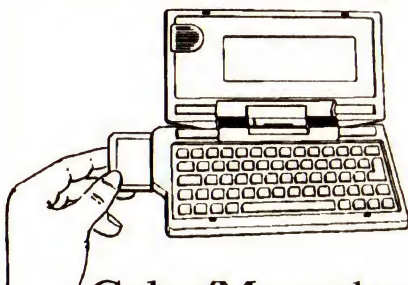
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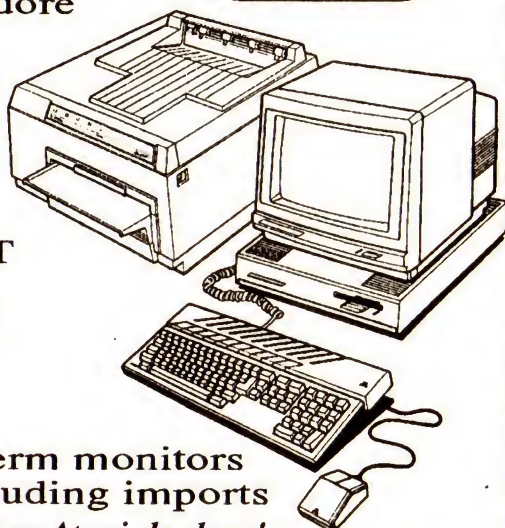
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Universal Item Selector

Version 3.0

John Hileman (SPACE)

Type of program: Utility
System Requirements: Any ST
Copy protection: None
Comments: Buy it!

Recently, Application and Design Software introduced version 3.0 of the Universal Item Selector (I will refer to it as UIS from now on). It's a replacement for the standard GEM item selector and I consider it a must.

When UIS is installed in the auto folder of your boot disk or drive, it will automatically replace the standard file selector. Some of the features it offers over the standard (TOS 1.0) item selector are: buttons to select the drive, ability to change the order in which files are shown, ability to show only those files with an extender selected by the user (without having to type that extender), ability to select files by rubber banding or shift-left click for multiple file operations like deletion, name changes or copying.

The program may be set so that the date and time on a file is retained when the file is copied. This only works from within UIS. If a file is copied from the desktop, the current date and time will appear on the file unless another utility like ICD's COPYFIX.PRG is used.

UIS also allows the user to:

- Touch (update the date and time of) a file
- Print a file or view it onscreen
- Format disks and create folders

The program is self-modifiable, so the user can change the way files are seen for selection. The default number of files shown is 12. The font size can be adjusted so that 16 files are seen. Up to 36 filenames can be displayed in a special wide mode, or 12 to 16 in wide mode with all file characteristics (date, time, and size) shown.

UIS can be moved to a different place on the screen (this would be handy for those with larger monitors). The user has the option to permanently save the new parameters, or to just use them for the current session.

Installation of this version of UIS requires the user to enter his or her name and the serial number of the program before use. The installation disk includes a RAMdisk and a desk accessory that will call UIS from the desktop or from programs that use a non-standard file

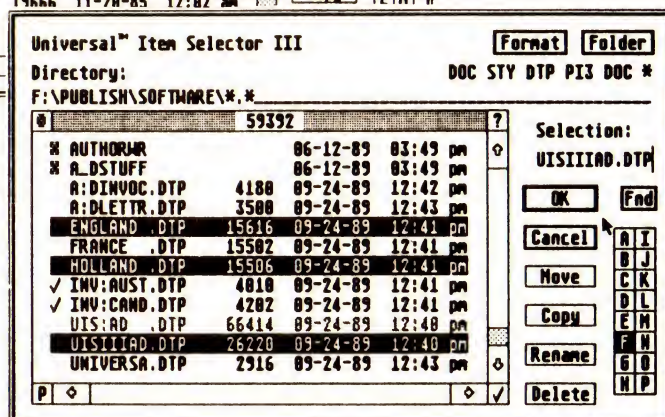
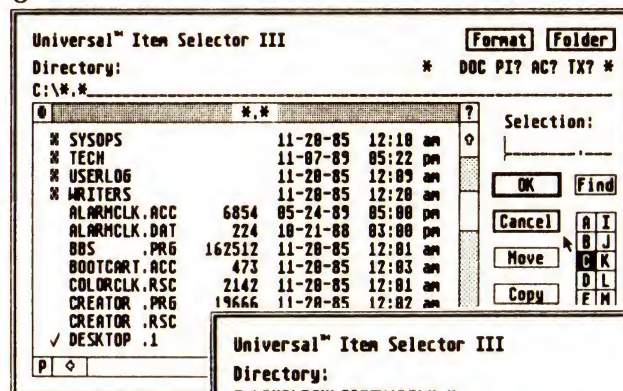
selector. UIS also comes with a much improved manual, a 38 page booklet.

I can't imagine using my ST without UIS. It's a utility that every ST owner should have.

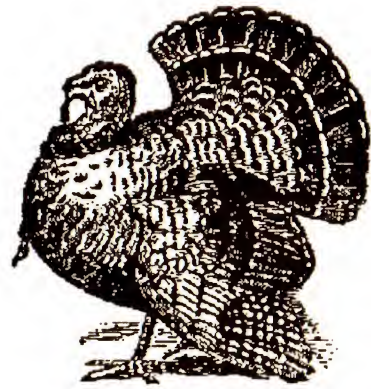
UIS is available from
Application & Design Software
120 NW "E" Street
Grants Pass, OR 97526.

The cost is \$24.95. Those wanting to upgrade from version II should return their original disk to the above address along with \$7 (which includes shipping and handling).

[About the Author: John Hileman is a member of the Southcentral Pennsylvania Atari Computer Enthusiasts (SPACE). He shares his computer time with his wife and two children.]



OUTRUN Turbo TURKEY FOR THE ST



Tim Holt (El Paso)

Hop in your Porche 959, pop down the roof, pop the clutch and head for the open road. Go from New York City to Los Angeles in the quickest amount of time. On the way, encounter police, road barriers and other drivers who do not have your feel for the open road.

Sound good? Yeah, I thought so too, so I picked up U.S. Gold's latest: Outrun Turbo. The package says that "Driving's Biggest Game Just Got Bigger" and "More Car, More Road, More Action."

I am a sucker for packaging. Just ask the club members that saw my review of "Roadwars," my all-time golden turkey award winner. I was duped by the pretty pictures. I was drawn in by the hope that maybe, just maybe, this version of Outrun would work on my ST, unlike it's brother, who never ran on my computer even after returning it to the mail order place three times. Sad to report, I must add Outrun Turbo to my list of ST Turkeys.

Well, I was happy to see that Outrun Turbo did in fact, run on my ST. However, I realized this game left something to be desired when I first started, unfamiliar with the controlling, and promptly ran over a crowd of spectators. Did this stop my car? No, I just kept going! (Mass murderer lose on the streets!)

But I digress...let me get to the game, then I will get to carving the turkey.

The premise of Outrun Turbo is that you and your girlfriend are

driving in a race from New York to Los Angeles. Along the way, you must negotiate road hazards and out run the police. You must also get through each stage in a certain amount of time. Usually, this amount of time is in seconds, so you can get from New York to Washington D.C. in 55 seconds. If only Amtrak could be so lucky.

Getting to certain places allows you to add options to your car, such as the type of tire you want. You may even change cars at certain places. The first option you get is whether or not you want manual or automatic transmission. (I suggest you use the mouse to control your car, and get automatic transmission.) At every stage, the scenes change. For instance, if you get to Pittsburgh, it will be snowing. Get the idea? Okay, now, let's talk turkey:

Turkey Award #1: Outrun Turbo's car is difficult to control no matter what option, mouse or joystick, you chose. The space bar controls the "Turbo booster," moving the mouse left or right turns the car, left mouse button accelerates, right mouse button decelerates (and shifts if you chose the manual transmission). No matter what you do, the car simply cannot be controlled unless you stop the car, and the turbo cannot be turned off unless you run into something, flip over or stop your car.

Turkey Award #2: The amount of time given for each stage makes little or no sense. Let me give you an example: From New York to Washington D.C., the driver is given 55 seconds. If you make it there *before* your time is up, you are given 40 seconds to make it

from Washington to Pittsburgh. If you crash and have to start from the beginning in Washington, then you have 50 seconds. In other words, you are not given any reward for good driving! As a matter of fact, you are penalized for making it ahead of time. What do the instructions have to say? "Watch out for trees." How helpful.

Turkey Award #3: The scenes are hilarious! Towering mountains near Washington D.C. A blinding snowstorm in Pittsburgh is three snowflakes blowing across the screen! Skyscrapers look like sheets and are two dimensional. The "road hazards" can simply be run through as if they do not exist. Even the dreaded police cars can simply be run through. Go ahead, aim right for them! They simply will disappear after you run up to them. Only if you run completely off the road will your car flip over in the famous "Outrun Flip."

Turkey Award #4: The instructions are terrible. Of course, they also happen to be in about 15 other languages, and might help you in any foreign language classes you are taking. The instructions help only for the first time you drive. After that, you are on your own. Kind of like life, huh? (Excuse me, I got profound for a second.)

Turkey Award #5: The music is really bad. After about two minutes of that mindless dribble, you feel like ripping the guts out of your monitor's speaker.

Okay, don't take my word for it. Go out and buy Turbo Outrun! Dump \$40! I did! If this is the type of program others try to emulate, we are in *big, big trouble!*

OutRun Turbo, \$39.95

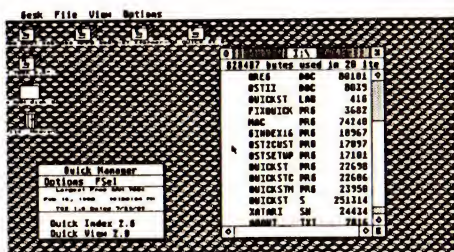
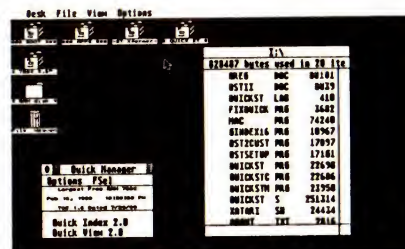
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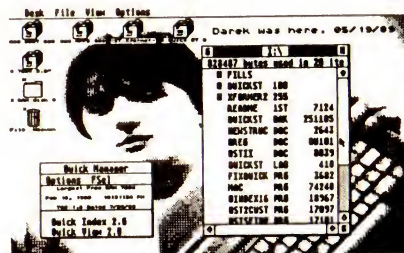


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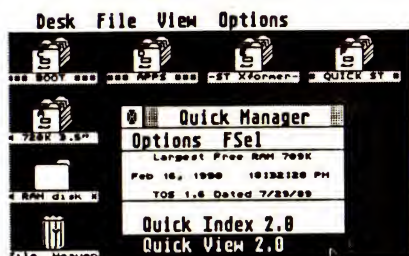
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Life from the Hardware Bench

Dave Koster (P3ACE)

It's been a busy month.

First came Ed's 130XE. We'd both upgraded our 130s to 320K RAM late last year (using the Scott Peterson plan) and neither machine "came up" right away. This mod requires taking out one bank of 64K RAMs and replacing it with 256K chips. Add one more chip piggyback and some wire and voila! 320K.

I'd done this once before and it worked fine, except that you have to be super careful unsoldering the chips. Atari must glue the traces down with spit, they come off the circuit board at the slightest touch. I found the problem with my XE after much searching (a broken trace, naturally). Ed's machine was another story.

The previous owner had installed a daughter board over the location of the operating system ROM to allow him to switch between the old 800/XE/OMNI-MON operating systems. It was a neat mod, pathologically well done, with LEDs going to the top of the case showing which OS was active.

Unfortunately, I think it was this mod that hosed ours up. We found more broken traces and fixed them, and the thing actually booted once. The OS board was loose on the socket, and it probably put a spike in the system. Anyway, the computer stopped working. Maybe forever.

We socketed nearly every chip, traced most of the circuits, and still couldn't bring it back to life. I spent 5 to 10 hours working on the

thing before I gave it back to Ed to continue the process. We'll see...if Ed's skilled ministrations can't fix the thing, maybe I'll ask for it back.

And Then There Were STs

There were three STs on the bench last month. One I was selling and the new maybe-owner (Scott) asked for the "piggyback" 512K-to-1M RAM upgrade. He even came over to watch (against my better judgement, which turned out to be correct). I've done quite a few of these and they don't scare me like they used to. It's surprising how much semi-abuse the ST can absorb.

Anyway, solder-solder, snip-snip, I hurried through wanting to prove I knew which end of the iron was hot. The upgrade was done in about two and one-half hours, a new record...but I was confident it would work fine. It didn't.

Scott left scratching his head and thinking about PC clones. As soon as I took a hard look at the thing I saw (in my rush) I had made the connections from the new chips to the circuit board in the wrong place. Rats!

I called Scott and said to come over and pick it up. He got it home and was impressed for 12 hours, until it crapped out again. I make a house call, take it apart, (it works), put it together again, (it still works), go home wondering what went wrong. It stopped working again a day later.

I went back to his house knowing full well I'd either find the problem or take the thing back home with me. As soon as I opened it, I saw that some of the copper foil used to cover the (vacant) RF modulator holes had been bent

down and was touching the top of the board. AH HA! Ripped all that stuff out, fired it up again, *another* problem! Looked again; a piece of the supposedly ripped-out foil had fallen on the board. Removed the shrapnel and applied power. OK; it works.

We put it all back together and it stopped working again. I started taking deep breaths.

We stripped the whole machine down to the board again. Then I saw tiny pinpricks in the shrink-wrap I used to protect the new RAM cables running on the underside of the board. The component leads were poking thru the insulation when we'd close the case up; they were fine when everything was apart! So we rerouted the leads, taped them down, and closed up for (hopefully) the last time. Many lessons learned on that one!

The next ST came in with a Tech-Specialties upgrade board that wasn't working. This was a lesson in instruction reading. The folks had installed it on the board right (it's a "solderless", with pins and sockets that go over and under chips on the ST circuit board). I spent 45 minutes trying to get it going before I stopped and read the instructions completely.

It became obvious then that the RAM chips were in the wrong sockets and the jumper block was trying to use 1M chips instead of the 256K ones we were using. Happy to find something so obvious, we arranged everything right and put it back together.

Still didn't work, but we were getting closer. We took it out once more, and hey!, there was a broken wire on one of the cables. Spent

another hour replacing both eight pin cables, since we were sure it'd break again. Plugged it in and the new memory came right up.

The last ST just had a pc-ditto II installed and died right after. Ditto II has a connector that jams down on the 68000 chip, with cables running from the connector to the board itself. The main board is huge compared to other insert systems I've worked with (memory upgrades, Tweety Board, etc.) and it's hard to believe you could find a comfortable resting place for it inside the case.

The ST owner had done a good job installing the connector, choosing to solder the thing in rather than to rely on it making good contact just pressing it on. We got lucky with this one. I spotted a solder splash (it looked just like a pad!) shorting out two pads, flicked it away, and the ST came right up. After that we spent an hour checking out the pc-ditto board for faults and couldn't find any. I had heard many were DOA, which is too bad because (other than the size!) it looks well designed and produced. If I had one, though, I'd build an external box for it rather than shoehorning it inside the ST.

The bench is clear now, but Ed's XE is still in the back of my mind. Maybe I'll give him a call...just to take another look.

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POKEY Stereo Upgrade for Atari 8bits

Codename: GUMBY

Chuck Steinman (MGAUG)

This is an information file for adding stereo sound capabilities to an Atari 8bit computer using two POKEY chips. While it is a simple installation compared to most, it still requires some experience with soldering and electrical assembly.

Note: Installation of this modification will void any warranty you may have on your computer. Chuck Steinman, DataQue Software and AIM cannot be held responsible for the installation of this upgrade or any incidental or consequential damage to any equipment or persons using this upgrade or any variation of it. In other words, you are on your own.

This upgrade will only provide stereo output for software written specifically for this upgrade. It will not produce stereo output for existing software. Also, the key-click will NOT be fed into the stereo outputs, as it does not originate from POKEY. A modified version of the Pokey Player, which produces stereo sound using existing Pokey Player files is available on GENIE, CIS and my BBS. It is called GUMBY.ARC

Parts Needed

A second Atari POKEY Audio Chip, available either from BEST (#CO12294, \$5.00) or B&C ComputerVisions (#C2294, \$3.50)

74LS14/74HCT14 Inverter, available from BEST (74LS14) (#CO16541, \$0.30) or Jameco (74HCT14, \$0.29)

1000 Ohm, 1/4 Watt Metal Film 2-5% Tolerance, available from

Jameco in lots of 10 (#R1.0K, \$0.50 for 10) or Radio Shack in lots of 2 (Don't know P# or \$)

Two RCA style phono jacks, available from Radio Shack, Jameco or other electronics outlets

Two 0.01 (or close) 16V (or more) bypass capacitors, available from Jameco (#DC.01, \$0.10 each)

Two short (6-12" each) sections of shielded audio cable

A standard dual RCA to RCA patch cable

Optionally, two 50K single turn trimmer pots, available from Jameco (63P50K, \$0.89 each)

Inverter Information

Bend up all pins of the inverter except for pins 7 and 14.

Cut off the narrow part of the pins which were bent up.

Install the inverter over the top of the existing 74LS14 (or another 74LS part if more convenient) on the motherboard. Make sure the new chip has its locator notch/dot on the same end as the chip below it.

Solder pins 7 and 14 of the inverter to the same pins of the lower IC.

Run a small wire (wire wrap type works best) from pin-1 of the inverter to pin-13 of the CPU. The CPU is part number CO14806 on the XL/XE series.

On the old POKEY there is a 3K pullup resistor connected between pin-31 and Vcc. Unsolder this resistor and remove it.

Run a small wire from pin-2 of the inverter to pin-3 of the inverter, and then on to POKEY pin-31. Note that you can use the

pad where the resistor was just removed. Be sure to get the correct one.

POKEY Information

Bend up all pins on the new POKEY which are marked with a minus on the diagram. This includes POKEY pins 8, 9, 11-16 and 18-29. (See Figure 1 on following page.)

Cut off the narrow part of each pin bent up.

Tin each lead which was NOT bent up. This includes pins 1-7, 10, 17, and 30-40. These pins are marked in the diagram as *, >> or <<.

Now, bend up the pins indicated by the >> and << symbols. Do NOT cut these pins short.

Place the new POKEY on top of the old POKEY in a piggy-back style.

Solder the unbent pins of the new POKEY to the old POKEY. If your original POKEY was in a socket, then it is easier to connect the two if it is removed. Make sure no excess solder flows down the pins to the narrow part of the OLD POKEY. Reinsert both POKEYs into the original socket.

Solder the 1K resistor from pin 37 to Vcc. The most convenient location to pick up Vcc is where the 3K resistor was removed earlier.

Solder a wire from pin-31 of the new POKEY to pin-4 of the inverter.

Mount the two RCA jacks on the rear of the case, preferably in an area close to the POKEYs.

Solder a bypass capacitor to each of the center conductors of the RCA jacks.

* With the trim-pot knob facing

you, pin 1 should be to the left side. Solder a wire from this pin on each trimmer, to a ground trace on the motherboard.

* Connect the free end of the bypass capacitor to the center pin of the trimmer (one capacitor to each trimmer).

* Connect the shields of the audio cables to the provided solder lugs on each RCA connector, and the center conductor of the free terminal of each trimmer.

Connect the center conductor of the free end of the audio cable which is connected to the left RCA jack/trimmer/cap to pin-37 of the OLD POKEY.

Connect the center conductor of the free end of the audio cable which is connected to the right RCA jack/trimmer/cap to pin-37 of the NEW POKEY.

The shield of the audio cable on the POKEY end, should be cut and taped (or heat shrinked) so that it does not touch anything.

Run a 18-20 AWG wire from the ground lug of the RCA jacks to the wide ground area on the motherboard. This normally makes contact with the shield box that covers the motherboard.

You will now be able to connect the two RCA cables to an AUX (or Tape) level input of a stereo or boom box.

* I would suggest centering the trimmers in their travel, and adjusting them as needed to get the best clarity. You may want to glue the trimmers to the back of the cabinet to keep them from moving around.

* NOTE: Optional steps. On my system the POKEY outputs worked fine without the trimmers. So I just connected the bypass capacitor on each RCA jack to the appropriate audio cable center conductor. This was driving an AUX 350mV input of a Pioneer SPEC-1 preamplifier.

POKEY Registers

I will only elaborate on registers used to produce sound in the stereo upgrade. All registers which were

Vss *	01	40	* D2
D3 *	02	39	* D1
D4 *	03	38	* D0
D5 *	04	37	>> Audio Out
D6 *	05	36	* A0
D7 *	06	35	* A1
02 *	07	34	* A2
Pot-6 -	08	33	* A3
Pot-7 -	09	32	* R/W
Pot-4 <<	10	31	<< CS1
Pot-5 -	11	30	* /CS0
Pot-2 -	12	29	- /IRQ
Pot-3 -	13	28	- Serial Data Out
Pot-0 -	14	27	- A Clock
Pot-1 -	15	26	- B Clock
Key Strobe 2 -	16	25	- Key Strobe 1
Vcc *	17	24	- Serial Data In
Keyboard-5 -	18	23	- Keyboard-0
Keyboard-4 -	19	22	- Keyboard-1
Keyboard-3 -	20	21	- Keyboard-2

Figure 1 — POKEY Pinout

in the original POKEY will appear in the second POKEY 16 bytes higher in memory. The extra UART, key scanner and pot scanner could be used for all kinds of neat projects.

Location	Name	R/W	Function
\$D200	AUDF1	W	Audio Channel #1 Frequency (Divide F/n)
\$D201	AUDC1	W	Audio Channel #1 Control (Vol/Distort)
\$D202	AUDF2	W	Audio Channel #2 Frequency (Divide F/n)
\$D203	AUDC2	W	Audio Channel #2 Control (Vol/Distort)
\$D204	AUDF3	W	Audio Channel #3 Frequency (Divide F/n)
\$D205	AUDC3	W	Audio Channel #3 Control (Vol/Distort)
\$D206	AUDF4	W	Audio Channel #4 Frequency (Divide F/n)
\$D207	AUDC4	W	Audio Channel #4 Control (Vol/Distort)
\$D208	AUDCT1	W	Audio control for channels 1-4
\$D20F	SKCTL1	W	Serial Port Control
\$D210	AUDF5	W	Audio Channel #5 Frequency (Divide F/n)
\$D211	AUDC5	W	Audio Channel #5 Control (Vol/Distort)
\$D212	AUDF6	W	Audio Channel #6 Frequency (Divide F/n)
\$D213	AUDC6	W	Audio Channel #6 Control (Vol/Distort)
\$D214	AUDF7	W	Audio Channel #7 Frequency (Divide F/n)
\$D215	AUDC7	W	Audio Channel #7 Control (Vol/Distort)
\$D216	AUDF8	W	Audio Channel #8 Frequency (Divide F/n)
\$D217	AUDC8	W	Audio Channel #8 Control (Vol/Distort)
\$D218	AUDCT2	W	Audio control for channels 5-8
\$D21F	SKCTL2	W	Serial Port Control

Each Audio Channel Frequency Register is an 8-bit value which is a divisor of the primary frequency.

Each Audio Channel Control Register Controls the Volume and Distortion of each channel. The bits are assigned as follows:

76543210	Volume control bits. Range controls volume as follows:
-----vvvv	0000 lowest volume level
	\ /
	1111 highest volume level
----s----	Volume only bit. Directly controls audio output:
	0 Speaker output is off
	1 Speaker output is on
ddd-----	Distortion code. Code is assigned as follows:
	000 5-bit/17-bit poly noise
	001 5-bit poly noise
	010 5-bit/4-bit poly noise
	011 5-bit poly noise
	100 17-bit poly noise
	101 pure tone
	110 4-bit poly noise
	111 pure tone

The AUDCTn register controls all channels. There are several functions assigned to this register as follows:

Bit-7	Makes 17-bit poly into 9-bit poly counter
Bit-6	Clock Channel-1 with 1.79 MHz (CPU rate)
Bit-5	Clock Channel-3 with 1.79 MHz (CPU rate)
Bit-4	Join channel 1 and 2 to form 16-bit range
Bit-3	Join channel 3 and 4 to form 16-bit range
Bit-2	Insert filter in channel-1, clocked by channel-2
Bit-1	Insert filter in channel-2, clocked by channel-4
Bit-0	Switch clock base from 64kHz to 15kHz

The SKCTLn register controls various functions of the POKEY device, and only has to be initialized to a value of three to assure all four channels of POKEY are active.

NOTE: To detect if the upgrade is installed, look at the 8 extra pots, they will be all zero. Also the key code register will be also zero. If you compare the keycode at \$D209 with that of \$D219, and \$D219 is zero, the upgrade is installed. You may want to mask IRQ's during the test for safety.

[Chuck Steinman is president of the Mid-Ohio Atari User Group and is the developer of DataQue's Turbo-816 hardware upgrade for Atari 8-bit computers. Here's how you can reach Chuck via modem if you have any questions about GUMBY or the Turbo-816: GENie: DataQue.1 CIS: 71777,3223 or BBS: (419) 529-5197, 300/1200bps, 24 hours]



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AtariWriter+ VII

For Those Who Don't Want to Read the Book

Jimmy Boyce (CACE)

Well folks, here we are! Oh, you noticed I was not here last month? Thank you. You didn't notice I wasn't here last month? Probably one of those users of some other brand of word processor. I forgive you.

Where were we? Oh yes, we are going to make a printer driver for the Panasonic KX-P1080i Printer. Let's start by thumbing through the manual <pgs. 46-47> along with getting the custom printer driver menu up on the screen in the manner we discussed last time we got together. Now that the menu is on the screen, the battle begins.

First, you see INITIALIZE EVERY LINE. To be honest with you, I do not know what that means. According to the book, it doesn't matter because this is not necessary with most printers, and it is not necessary with the 1080i. So, arrow down to the next command, which is the LINE FEED AND CARRIAGE RETURN. Now we get into the good stuff. Strike the [RETURN] key and there is the predicted screen change and the "?" prompt at this point. For a 1080i, type in [1] [0] [RETURN]. So far, so good! Now the cursor has moved down a line and another "?" appears.

You have typed in your first command for a Panasonic KX-1080i printer. Aren't we proud of ourselves? What do you mean, "no!" How could you not be? You say you have run out of numbers and that stupid "?" is still there and I didn't tell you what to do next!

Oh, sorry about that. Try another [RETURN].

Now you should be back to the menu, with the arrow right where you left it. That is not your problem, either? Tell me, Bunky, what is your problem? You don't have a 1080i? Did I forget to tell you to get out your printer manual and look up LINE FEED AND CARRIAGE RETURN? Go for it, Bunky...I will wait. While we wait for him, let me show you some pictures of my granddaughter...

Oh, Bunky is back with us. That's the right book, and you have found the command and are typing it in right now. Good boy, Bunky. Please note that some printers have more than one command for this function. Hang in there for a moment...I will explain and you can go back and finish it.

Now arrow down to the next command—UNDERLINE OFF. Strike [RETURN], next to the "?" type in [2] [7] [RETURN]. Same song, second verse...type [4] [5] [RETURN]. Same song, third verse...type in [0] [RETURN] [RETURN].

Now, if your line feed and carriage return was in the form of two commands, then enter them in the aforementioned manner. Be sure to start from the beginning of the command sequence. The first command will be lost if you don't retype it (on the assumption that you typed it in and then went on to the next command, that is).

As a side note, remember that in order to use the underline command in your text, you must strike the ATARI LOGO key (otherwise known as "that little key in the bottom right hand corner of the keyboard that has a symbol that is

divided from top right to lower left and is dark colored at the top side of the divider and light colored on the bottom side of the divider").

Or you can just place the cursor at the beginning of the text you want underlined, hold down the [CONTROL] key and strike the [U] key. Repeat this procedure at the end of the text you wish to be underlined to make it quit underlining.

Now that you understand the process for entering this code (you do understand don't you, Bunky? Good, I am proud of you), I am going to list the rest of these "text commands" and give you the [CONTROL] key codes you will use in your text to access them.

I hope this does not confuse you. Believe me, I am not trying to belittle your intelligence with that statement, but this stuff can get a little strange until you get used to the commands.

A couple of notes for you: First, whenever there is a command like [CONTROL][G][2] for instance, hold down the [CONTROL] key and type [G], then release the [CONTROL] key and type in the [2]. DO NOT PUT A SPACE BETWEEN THE [G] AND THE [2].

Second, when using the superscript command for showing degrees (as in angles or temperature), DO NOT USE A ZERO...use a lower case [O]. I have not figured out how to use powers of a number, except to put in a space between the numbers...the computer cannot recognize the command and a power as separate commands. It thinks you are giving an erroneous command and ignores it. Example: you want to type three

to the third power. If you type in 3[CONTROL][G][7][3][CONTROL][G][9], nothing will happen, because AtariWriter+ doesn't recognize ^G73. Type it in as ^G7 3. Sorry folks, it's the nature of the beast.

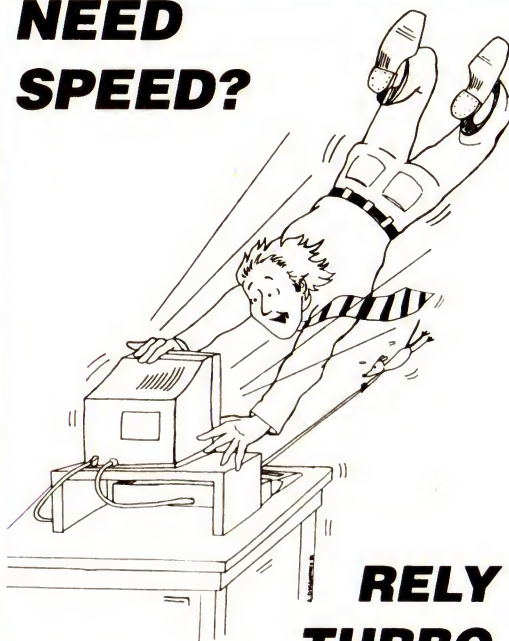
I have been using the printer driver shown below for quite a while now and it has served me well. Another note concerns the LINE FEED AND CARRIAGE RETURN and RETURN WITH NO LINE FEED. Somewhere I read those two commands should be 155. This caused me a lot of dip-switch setting changes on those itty bitty, teeny tiny switches when I changed to other programs I have and wanted a hardcopy of something.

Well, after some experimentation and cussing and threatening to send the printer back to Japan, I found that just a simple line feed command was all that was necessary for LINE FEED AND CARRIAGE RETURN but a 155 command was necessary for the RETURN WITH NO LINE FEED. Thus ended my dip-switch setting problems.

Experiment! The commands will not hurt anything, other than wasting some paper. So, without further rambling on my part, let's get on with the little chart I have put together for you to use. Remember, this only works on a Panasonic KX-P1080i printer!

Well folks, that's about it for printer drivers for this month. I have put in a chart that cannot be single columned, and the people that put this little rag together will probably never let me write for them again. However if they do, I will see you next month.

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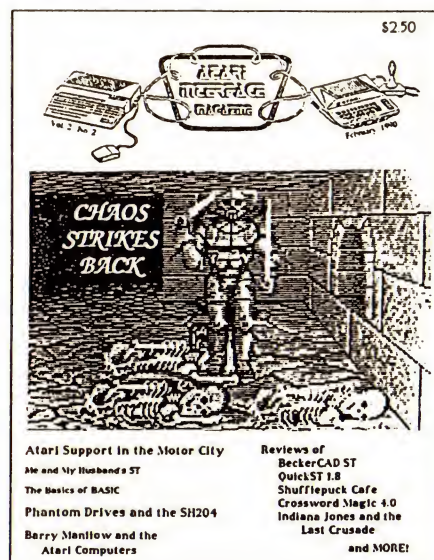
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1040A	1 Bank sockets, no RAM	\$110.
1040B	Fully socketed, no RAM	\$149.
1040C	2.5 MB + 1 bank sockets	\$317.
1040D	4 MB, 32 1 Mb DRAM installed	\$485.

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40 MB	\$745	64 MB	\$795	85 MB	\$895.

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-can be placed under monitor or at side of your desk

M0S	No Drive, install your own emb. SCSI drive	\$179.
M0	No Drive, MFM controller	\$295.
M0R	No Drive, RLL controller	\$365.

Complete with drive mechanism:

10 MB	\$395.	20 MB	*\$395.	30 MB	\$545.
40 MB	\$685.	49 MB	*\$625.	64 MB	\$795.
85 MB	*\$795.				

3. Desktop Style, 4.5" wide x 6" high x 13" deep with single port host adapter

-ready for 2 1/2 height or 1 full height drive

-55 W power supply

-optional fan available (add \$18)

D0S	No Drive, install your own emb. SCSI drive	\$149.
D0	No Drive, MFM controller	\$279.
D0R	No Drive, RLL controller	\$349.

10 MB	\$355.	20 MB	*\$369.	30 MB	\$525.
40 MB	\$695	49 MB	*\$595.	64 MB	\$725.
85 MB	*\$745.				

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Replace the 20 MB drive in your MEGAFILE 20 with a 42 MB 40 ms autparking drive. Comes with a 1 year warranty on the drive mechanism. Exchange price including installation with your drive in good condition: \$260., \$369. outright.

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Host adapter cards are separately available and come with software and DMA cable or additionally with case and 6' round shielded SCSI cable with embedded power supply lines. Prices after the "/" are for version with case and cable. 1 port \$79/119 full SCSI \$119/159

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* Reset button on keyboard

* A delay circuit allows fully automatic IID power-up.

* Monitor can be switched on/off with CPU, using an optional cable.

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OPTIONS:

Hard Drive kits for the CPU case consist of host adapter/ controller with support bracket if necessary, DC harness and control cabling and might also be used with customer supplied case/power supplies. Kits with controller cards come with connections to two 5.25" drives. Kits for embedded SCSI drives come with one SCSI connector. Additional connectors \$8. installed.

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C0	No Drive, MFM controller	

COR No Drive, RLL controller				\$299.	
20 MB	*\$295.	30 MB	\$465.	40 MB	\$595.
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We noticed quite a lot of interest for our keyboard parts used in the CPU CASE. Keyboard kits consisting of metal bottom case, connecting cable with reset and modified plastic tops on an exchange basis are available separately for \$69., please specify your machine type.

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It may seem like I am pouring superlatives on like a kid with maple syrup and pancakes. And I am, but I am simply amazed and overjoyed by this new mouse. I was not looking to replace my standard Atari mouse, I just thought I would give the interesting little creature a try. Well, now I'm hooked!!! I don't think I can go back to using the mouse with a tail.

There are many people who like the Atari mouse, but there are probably just as many who don't. Many of them have moved on to the BEST mouse or one of the other replacement mice on the market, and that's fine. The Atari mouse is functional, and when my computer was new I didn't mind. But after owning my 1040 for four and half years, I've come to notice more of it's downfalls and limitations.

Some of the drawbacks of the standard Atari mouse are: the lack of clarity when double clicking,

having to "push the tail" when moving the cursor to the top of the screen, cable clutter, and the problems of the roller ball and sensor shafts constantly needing to be cleaned. These weaknesses are not major problems, but, along some other limitations, they do add up. The Cordless Mouse overcomes these limitations AND more!!!

When I first received the Cordless Mouse, the manual was missing. This was not Practical Solutions' fault. But, from reading advertisements and articles in other magazines, I was able to get the mouse up and running in two minutes. Basically, all you have to do is pop two AAA batteries in the slot on the underside of the mouse, plug the receiver end in and go.

Anatomy of a Mouse

This mouse differs slightly from a mouse with a tail in that it does not have a tail coming out of the front, but it has a small bulb instead. It is similar to those on your handheld TV remote control device.

There is also a receiver with a cable which plugs into the standard mouse port. This receiver is approximately 2" (Wide) x 2 1/2" (Deep) x 1/2" (High) in size and has a see-through red plastic face. Inside the face is an LED light which lights when the mouse is moved (convenient for determining if the mouse is "still awake").

On the side of the mouse is a small button. This is a very nice feature of the Cordless Mouse, because after three to five minutes it automatically shuts itself off and goes to sleep. To turn it back on, just press the side button.

One of the things I like the most

is it's shape. Compared to the Atari mouse, it has a true sports car shape.

Sleek Styling

The longer part of the slope on the Atari mouse is in the back or the part closer to your wrist. But the Cordless Mouse is just the opposite. At first, I thought this would be awkward and it did take a day to get used to. That, along with the fact that the Cordless Mouse is only about two-thirds as high as the Atari mouse make it one of the most comfortable I've ever driven.

The Cordless Mouse is advertised as having an operating range of up to five feet away and up to 45 degrees to each side. The one I have works up to six feet away.

One Draw-back

If the mouse has one problem (and it may just be me), it is that the mouse picks up body oils and dirt on the buttons very easily. Even at that, it cleans off easily with a damp cloth.

One last interesting side note is that this mouse is even capable of operating with a obstacle in the way. I have used a piece of paper, my hand, and have even covered the bulb with my finger and it still works.

Practical Solutions has done it again! They have provided us with another marvelous peripheral. The list price is \$129.95, which I originally thought was steep. I have since seen it discounted and it is easily worth this price.

One more thought, a Ferrari is not for everyone. Likewise, the Cordless Mouse is not for every-

one, but if you're looking for a little luxury item for your ST then this one is a highly enjoyable replacement! I *completely* recommend it!

The Cordless Mouse from Practical Solutions, Inc.
1135 N. Jones Blvd.
Tucson, AZ 85717
Phone (602) 322-6100.

[About the Author: Rich is currently President of South-central Pennsylvania Atari Computer Enthusiasts (SPACE) and has been a member since August 1985. Last year, he was the club Newsletter Editor and previously was Assistant Editor for two years (prior to SPACE joining AIM). He uses his ST for spreadsheets, desktop publishing and telecommunications as well as an occasional game. He is married and has a two-year-old daughter who is just "getting into" computers. Rich also is an Civil Engineer for the Pennsylvania Department of Transportation in the Traffic Engineering and Operations Division.]

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License to Kill

Mike Bonkowski (MACE)

Drat! I'll get you! Take that. And that! No, I'm out of bullets. I'll make a run for it! You @*/\$, you shot me in the back. I'll get you back, you %&*(#! in a minute.

License to Kill from Domark Limited is an action game that very closely follows the latest James Bond movie. It is a multi-level, multi-role game in which you control helicopters, boats, tankers and even has a part where you bare-foot waterski behind a plane, something I wouldn't ever try in real life!

The game opens with you flying a helicopter, shooting at snipers on top of and inside buildings and trying to get close enough to headquarters to attempt to capture Sanchez, and evil drug smuggler.

When you are dropped off the chopper, you must fight a running gun battle to return back to the chopper, because Sanchez is trying to escape in a plane. This isn't easy, because you have limited ammo and the only way to replenish it is to shoot the enemy forces. And not all of the forces carry extra ammo.

You can also shoot at the oil drums. After four shots, they explode, obliterating any forces around the drum. Must be nitro or acid in there! The people literally evaporate! Once in the chopper, you must tie a rope around the tail of the fleeing plane—in under two minutes—or you loose a life.

Then, you must fight frogmen and boats to catch up to the pontoon plane that is taking off. After

stealing a harpoon gun and spearing a pontoon, you take off water-skiing, dodging rocks and buoys to gain control of the plane. Are you having fun yet? Good.

Finally, you drop from another plane to an 18-wheeler to battle Sanchez. You have to dodge other tankers and jeeps, which are firing missiles at you.

I have killed two joysticks already in this game—thank goodness I have a "License to Kill." I know, that's bad, but I couldn't pass it up. Ok, I could have, but....

This is an intense game. The enemy forces never run out of bullets, and you can only carry three extra clips plus the one in the gun itself. Should you attempt to carry any more, the clip disappears. And your bulletproof vest allows only five hits before you die.

Thankfully, you are given a total of 5 lives at the beginning,

however more would have been nice.

Graphics are outstanding. Buildings, planes and even the ground are nicely detailed. The game screen almost fills the entire screen, except for a small strip along the left side which shows the important statistics for each level, like lives, bullets remaining, oxygen left in tank and miles remaining—all visibly displayed.

I only have two qualms with this game. If, or should I say when, you get kill in a level, you are sent back to the beginning of that level, not where you were killed. Arrggh! And, like most programs from Europe, it is copy-protected. But, the protection is not that bad, unlike other programs I have used. I would recommend this game to anyone who likes almost non-stop action. If you will excuse me, I have a brand new Wico to kill.

NEAR-US REGIONAL MEETING

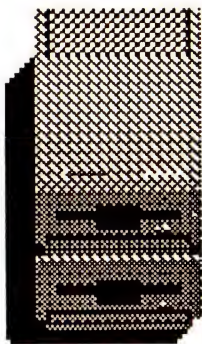
Rick Deen (SPACE)

On Saturday, February 17, 1990, approximately 23 officers representing eight Users Groups from throughout the Mid-Atlantic states and Germany met at the Bell Labs Research Center Auditorium in New Jersey. The main goals of this meeting were to discuss the sharing of information; increasing communications between Users Groups; strengthening Users Groups and providing users support. An alliance was formed by the representatives of these eight clubs with the hope of attracting more groups as their momentum grows. The alliance took the name North East Atari Regional - User Support group, or NEAR-US for short.

Some of the short term goals include setting up a communication network through the use of BBS network nodes; providing a regional newsletter to the affiliated clubs (detailing contacts with each User Group, meeting locations and dates, officer names, action within group Library and BBS's). The group decided upon a \$10 registration fee to provide monetary assistance for the quarterly newsletter. Tentative meetings are being scheduled on a quarterly basis.

The following clubs participated in the initial meeting: Jersey Atari Computer Group, Lehigh Valley Atari Users Group, Atari Berks Users Group, Long Island Atari Users Group, Old Hackers Atari Users Group, North East Atari Team, South-central Pennsylvania Atari Computer Enthusiasts, and PA Bit Byters Atari Users Group from Germany.

If your group would like more information, contact Ron Motley at: Lehigh Valley Atari Users Group, P. O. Box 1307, Allentown, PA 18105 Phone: (215) 433-6685.



IN YOUR DRIVE # 27

Good Ol' Chet (ACCD)

It has happened! I warned you! There's no new software around STella (our pet ST), nor Mnemosyne (our arrogant 800XL) to write about. I'm broke! I can't afford to keep buying new products just to keep you folks reading.

For some reason, my wife insisted on spending our money on food instead of software. What a radical concept! So...nothing to review.

"Thank Fuji!" I hear you each cry, eh? Well, forget it! You're not getting out of this *that* easily!

Instead of some software, hardware or any-kinda-ware, let's talk about a book you need to read. Your users' group should have a copy; it comes on disk. If they don't have one, you can download it from AIM's BBS. Look for the file REVOLT.ARC and get into the Revolution.

Somewhere, *The Revolution Handbook* got the reputation of being radical and/or dangerous. A careful reading dispels these notions almost immediately. What we have here is an Atarian's version of Thomas Paine's "Common Sense," with a heartfelt attempt to put Atari on everybody's lips by the end of 1990.

"Heart" is the word for *The Revolution*. It's very easy to look at it and say author Donald Thomas could have come up with a better name for the revolution itself. "Revolution" is a negatively charged word, nor does it specify it's an Atari revolution to begin with. But when you're speaking from the heart, you often choose

emotional words. Thomas speaks to us with words of extreme passion; he *cares* about these computers and our Atari community with a feeling that sweeps you up.

His calendar of events are, despite the passion, logical and workable. They might NOT change the tide of the Atari community in our favor, but odds are the Revolution will do quite a bit of good.

One way or another, The Revolution WILL change the way that we look at our users' groups, the way Atari looks at each of us and the way the rest of America looks at Atari.

It's a good cause. No, it's not up there with housing the homeless, saving the whales or serving your community...but, oddly, it can lead to work which will do just these things. Thomas urges commitment to your fellow Atarians.

Such a commitment can only lead to a stronger community, both within and outside of our users' groups.

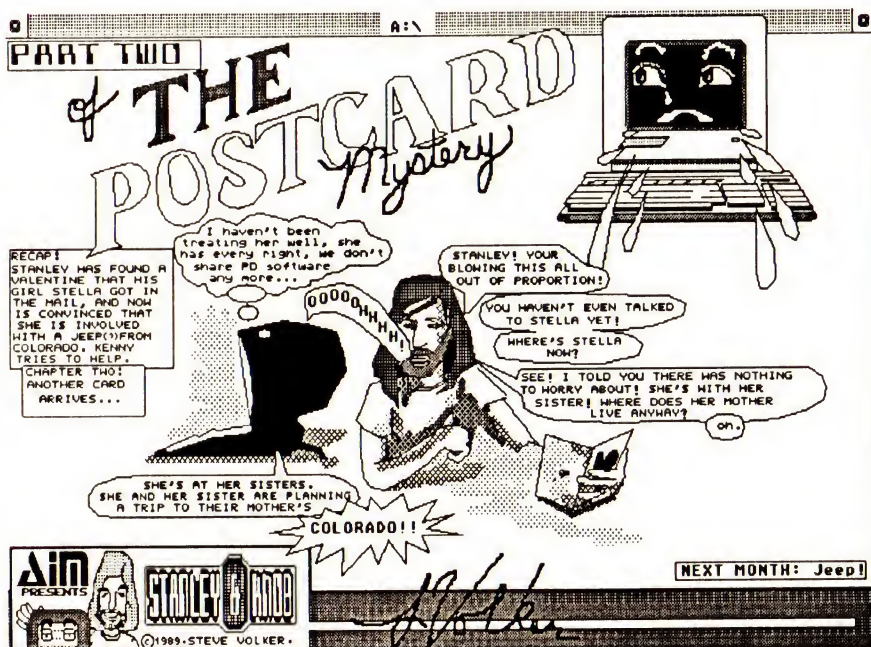
There is *so much* we can do for each other and for our non-Atarian neighbors. Won't you please pick up a copy of *The Revolution Handbook* and read it?

(A personal aside to Donald Thomas -- Yes, I know you said a monetary contribution to the effort isn't mandatory. But I WILL be sending \$15 in two paychecks' time. Your concerned efforts should not include using your own funds for the mailings, etc. I urge everyone who has read and joined *The Revolution* to help out by a contribution.)

How about that? Almost an entire IYD without a lousy joke? Guess it's time for me to say:

Jeep!

Chet



COMPUTER FORGERY

Alan Brewster (BACE)

"The computer will change the way we do business... The computer will revolutionize banking... Use of the computer will affect every aspect of our lives..." All of us have heard these predictions and have seen them come true as the cost of the medium has reduced.

Then, there's always those who charge Big Brother will misuse the computer's abilities. While this article is about the misuse of the computer, it's not about Big Brother.

Desktop publishing is the forger's greatest boon. Because computer equipment is readily available and reasonably cheap, the forger can work in the privacy of his own home (reducing the likelihood of getting caught) and making a quick return on his investment.

In fact, the Secret Service has just stumbled across one such "enterprise," and it was their first case of this nature. Using a personal computer, a scanner, and a laser printer, the forger produced a phony letterhead, several bank checks, and a couple of cashier's checks.

By using essentially the same process, a Forbes Magazine reporter produced a phony Forbes check. Although the article did not indicate if the check was actually submitted to the bank, it did graphically demonstrate how close the forgery looked to "the real thing." [Forbes, 27 Nov. 1989]. And NO, the article is not a "how to" manual.

One of the reasons a forgery of this type is difficult to detect is due to the increased legitimate use of computers in the business world. There are ways to make your business less vulnerable to this type of fraud.

1) Use checks with a minimum of two colors. Select colors that are more difficult to reproduce such as blue or yellow.

2) Request your check supplier to show you a variety of "safety paper," (that is, paper with the cross-hatch pattern that will not photo-copy well.) Then choose a paper that is not in common use. Green and blue are the most common safety paper and is used for checks and prescriptions.

I would select a less used color paper such as pink. Also inquire if it is available with a watermark. This reduces the availability of the supplies necessary for a forger to make a successful copy *easily*, so he/she may decide to go after another business instead.

3) Make sure your check has something...anything...printed on the back. A couple of lines for en-

dorsement, or a release such as insurance companies use will do.

These lines are usually gray and appear so because they are "screened." In other words they are just like photos in the newspaper, made up of small dots, but are actually printed with black ink.

4) Have your checks embossed with your logo. Although this is initially expensive, it is the most effective single option one can take to thwart the forger. The cost of the die for the embossing will vary according to the size and complexity of the logo, but it will also make for a classy check. You might even be able to use the same die for your letterheads and envelopes.

Practically no bank is prepared for this kind of forgery according to the November issue of Forbes magazine.

If you can't take the above listed precautions, don't worry too much. The banks are the ones who have to take the losses, and consequently *they* will institute the changes necessary to safer guard everyone's money.



The Right Brain

Paul Stampfli (El Paso)

Well, greetings and salutations. I didn't get my article printed last month. AIM is getting bigger, better, stronger, faster, and I guess there wasn't room for me. But I'm happy to see that the articles that were published were of excellent quality in all areas.

AIM

I want to thank Bill and Pattie Rayl for their efforts with AIM. They are doing a superb job. With the change to Pagestream 1.8, and the improved timeliness of their deliveries, (I got mine three days before the meeting in February), I don't think I could be more satisfied with the service.

Our club made a good decision in going with AIM. I hope that Bill and Pattie can continue their excellent business. I also hope they are making a profit from it. After all, in the final analysis, profit is the name of the game.

Atari and Profit

Speaking of profit, one of the things that caused a lot of debate in the February club meeting was the recent turn of events at Atari. If ever a company seemed to not *want* to make a profit, it's Atari today.

I understand, (*rumor*) that they fired all their district salesmen all over the USA. Jenkins', our one and only authorized, or unauthorized for that matter, Atari dealer in town hasn't gotten any Ataris since mid-December. Come on folks, how can a business stay in business without product? I can

see it now, "Step right up folks, see the Atari, the machine that we've been telling you about, the miracle of the '90's."

"Sure is great, I'll buy one!"

"That's wonderful, just give me your money and we'll get it to you whenever, if ever, they make any more, I've got this display model Mega, and a used 520ST, course now boy, I can get you a Portfolio, but it'll take two weeks and we don't have a clue if they are going to change the model next week, update, improve it, or just drop it all together in favor of a different design." Scary, isn't it?

I heard on the news a few years ago, and darned if I can remember who said it, but basically the quote was "A *recession* is when your neighbor is laid off, A *depression* is when *you* get laid off." That's about where we are now.

The rumor on the street is that Jenkins' has about had it with Atari and is considering going to MS-DOS only, or MS-DOS and Amiga, and dropping the Atari line. If that happens, the closest Atari dealer will be two days away by car. Think about it...

That brings me full circle to the perplexing question of mail order. There is zero doubt that mail order hurts retail stores.

Mail order is cheap, fairly fast, generally doesn't charge tax, will take credit cards without a surcharge, and the *reputable* companies try very hard to make sure the customer is satisfied. The potential to get ripped off very badly does exist. You must know with whom you are dealing.

Retail stores are generally considerably more expensive than mail order, generally have instant

availability, sometimes charge a surcharge for use of a credit card, and the *reputable* companies try very hard to make sure the customer is satisfied. The potential to get ripped off very badly does exist. You must know with whom you are dealing.

So where does that leave us. Why even bother dealing with a retail store when mail order is available? Well, when was the last time you could call a mail order business and get a support question answered? What is the actual responsiveness of the program, and how good are the graphics, really?

Would a mail order business have loaned my operation a Portfolio for thirty days to try out to see how well it integrates into my office? With no charge, no fault, and no questions asked? Jenkins' did, because they want to keep their customers coming back. Think about it...

When I go shopping for computer stuff, I am CHEAP. My goal is to get off as light as I can and try to save a buck at every corner. But I have to stop and think about it now. Is it better in the long run for me to give a mail order company \$100 dollars for a cordless mouse, or to give Jenkins' \$129.95 for it? Or can I maybe cut a deal with Jenkins' and get it for a few bucks less?

I deal with the local dealer every chance I get. If I can get within a few percent I buy locally and try to make my bucks count as much as I can. Now it looks like Atari, the very company I support with my bucks, has taken care of the local, authorized, dealer situation for me. Thanks a lot guys!

IS THERE A TACTICIAN IN YOU?

PART III

Tim Feenstra (GRASS)

Early on the morning of July 1, a small force of around 6,500 men, under the command of General Heth came into contact with a force under the command of General Wadsworth. Heth was looking for supplies, and shoes, for the forces under R.E. Lee, who was in Pennsylvania trying to take advantage of the disarray in the Union Army.

Wadsworth was patrolling near the city of Gettysburg on reports of Confederate activity and had taken up a position along McPherson's Ridge to halt any advance into Gettysburg. With less than 4000 men, Wadsworth was given assurance by the corps commander, Reynolds, that a strong infantry force would be there by afternoon.

The battle that started that morning in 1863, lasted for three days and grew to include 150,000 men from the Army of Virginia and the Army of the Potomac. For three days, each side poured in every available unit and vied for the advantage—the high ground around Gettysburg.

The Gettysburg System

Gettysburg is the namesake to the series of games we'll cover here, which means they all use a "system" first developed for Gettysburg: The Turning Point. Each game in this series plays about the same, with only minor rule changes to reflect improvements to the playability and realism of this system. From their release, they have been called some of the best war-games available for computer

gamers. With five games in this series, this column will be devoted solely to them.

First, the gameplay of all five is very similar, so let's cover that in one area so as not to repeat it several times. The map scale is from 100 to 200 yards to the hex, and the units are Demi-brigades (1/2 brigade). I think the units are divided like this to cover a more realistic area with each brigade, which could be as many as 2,000 or more men each. Each turn is from 1 to 2 hours realtime, depending on the game, and is split into double movement orders phases for each player.

If you play the beginner level, you can even use the joystick to move your units, but some of the realism is lost in this level. In the intermediate and advanced levels, you use the keys 1-8 to move your units in the desired direction. There is usually a compass rose (a diagram of the direction for each number) at the bottom of the screen alongside the orders menu. To move a unit, place the cursor on that unit and press the space bar to get that unit. Pressing the 1-8 keys will now move the unit, until the movement points for that unit are exhausted.

While in the map mode, the text area at the bottom will show the locations X,Y coordinates, the terrain type, the elevation, and the time and date of the turn and which phase it is. While scrolling in map mode when playing with hidden units, remember that only units that are visible to your units will be displayed on the map. There could be a whole division behind a hill, in a woods, or moving around behind you if you

don't watch your flanks. Of course you could play without hidden units in which case all units for both sides will always be visible, but what's the realism in that?

Unit Mode

When you access or pick up a unit, the text area will display information about that unit. The unit's name, number of men, location in X,Y format, ammo supply, morale, mode, movement points, terrain, and facing are shown as well as whether the unit is disrupted, set to melee (an assault after firing), or set to advance after the enemy retreats from the objective hex. The target hexes X,Y location is also displayed. Pressing P will display page 2 of the stats, which include fortification level, command control ratio, efficiency, fatigue, which weapon the unit has and the corps commander.

When in unit mode, you issue that unit its orders by moving the unit, assigning targets and changing mode. When playing the advanced level, it is a good idea to keep your divisions together or the command control ratio will go down and so will their efficiency. Now let's look at the games themselves.

Gettysburg: The Turning Point

The Battle of Gettysburg, 1-3 July 1863, started out with one division on each side, facing each other on opposite sides of Willowby Run, a stream a little west of Gettysburg. The first day found the Union forces outnumbered, just trying to hold the Confederate advance. However, before the

end, there were 84,000 men committed to the battle, 12,000 of them cavalry. The Confederates, frustrated by the strong defense of the Union forces, committed 67,000 men to the defeat of the Union force that reports had stated amounted to no more than a corps. In reality, the union army fielded 7 corps, and a cork of cavalry. The Rebel forces consisted of the 1st, 2nd, and 3rd corps of the Army of Virginia, a cavalry corps and a support corps of 8500 men.

This is an excellent game, played from either side, as there are possibilities for victory with a little luck and sound tactics for both sides. Playing the south, advance as far as possible on the first day, keep the north retreating as long as you can. Victory will depend on the capture and defense of some key hills just south of Gettysburg, and the Union will outnumber you on the second and third day of the battle, so you must have taken your objectives by then. The north must simply survive the first day, while keeping the Confederates to as little an advance as possible, your main forces will not arrive until the second day, so you will be hard pressed to hold up the Rebs.

Battle of Antietam

On 17 September 1862, General George McClellan had carefully cornered R.E. Lee at the city of Sharpsburg. This was to be his battle, for up to this point, his victories had been few and costly, some called him over-cautious. With a force of 67,000, he had the Rebel forces back to the Potomac River and planned on the defeat of the south in one fateful blow. Using the same cautious assaults he was criticized for, he committed his forces piece-meal, allowing the Rebs to get numerical superiority at the point of contact.

R.E. Lee, trapped between the river and the advancing Union army, had no choice but to position for the attack he knew would come on the morning of the 17th. His 35,000 men were outnumbered almost 2 to 1, but using the terrain and defensive positioning, he was able to meet the advancing units with equal or greater numbers and hold the line against McClellan's drives.

How this one comes out, I'll leave to you. It is a very interesting game, the Confederate forces are not able to ward off a full frontal attack and still keep their flanks covered for an encirclement. But that is not how it happened that day in 1862. One of the play options will recreate McClellan's piece-meal assaults by allowing only a set number of divisions active on a given turn. Of course, you can play without that limitation.

Rebel Charge At Chickamauga

The Army of Tennessee, 52,000 strong, moved into position to defend the city of Chattanooga. Under the command of General Braxton Bragg, they were to seek out the Union Army of the Cumberland, a 50,000 man force under the command of General William Rosecrans, who had been driving toward Chattanooga

for some time and had sent the last of the area's defenders retreating south. The two forces met in the heavily wooded area between Chickamauga Creek and Missionary Ridge.

The very limited sight distances over most of the battle area posed several problems for both sides, the enemy force locations were impossible to know until the units came within the limited contact distance afforded by the wooded cover. The small superiority the C.S.A. had was negated by the fact that the Union forces were concentrated with the Rebel units in a circular pattern around them.

This game allows for several small battles if you and your opponent's forces get spread out over a large portion of the map. Flanks and surprise attacks are just part of the tactics that can spell defeat for the player not ready for what comes out of the woods.

Shiloh: Grant's trial in the West

I do not have, nor have I played this one, so all I can tell you is that it is the Battle of Shiloh, which took place 6-7 April 1862, and that it was historically one of the decisive battles of the war. One feature here that is not in the other games, is the 2 Union gunboats that can be used to bombard enemy positions while your forces are moving up to new positions or perhaps retreating under heavy fire. I look forward to getting this one soon.

Sons of Liberty

The last entry is not from the Civil War, but from the Revolutionary War, and has not one but three battles included. Bunker Hill, 17 June 1775, places an American force of 3,000 on the defensive positions of Breeds and Bunker Hills against 2,700 elite British. The battle lasts for one day, and you do well if you can keep them from advancing past you onto Bunker Hill which is the key to controlling the whole area around Charlestown.

On 19 September 1777, 7,000 Americans clashed with 5,500 British near the Hudson River in an area known as Freeman's farm. Remember, the British troops are the best in the world, and the Americans are a ragtag collection of men with the desire to be free from the rule of a king thousands of miles away.

The last scenario is Monmouth where more than 12,000 Americans and 8,200 British fought near Monmouth Courthouse and along the Weamaconk Creek ravine. There is a lot of cover along the creek, and the extra Americans can be used to keep the British spread out to avoid a flanking move around north of the ravine or south of Wemrock Brook.

Sons of Liberty plays like the other Gettysburg series, with weapon ranges and unit morale and efficiency adjusted to suit the period of the 1770's.

These are excellent 2 player games. The computer, though tough, follows the same strategy. A human is very unpredictable.

Good Luck, have a glorious battle!

THE BASICS of BASIC

Rich Burton (P3ACE)

Now that we have established a connection between SETCOLOR and COLOR commands for drawing lines on the screen, it's time to use SETCOLOR registers for text. On with another "graphic illustration" of the characteristics of color. Once again, sitting down at the old 8-bit as you go through these concepts is the easy way to become a proficient video wizard.

Accessing SETCOLOR registers with text happens in GRAPHICS 1 or 2. (The text window will be eliminated by adding +16 for now.) Printing large text to the monitor in these GRAPHICS modes takes a special PRINT command that looks like this:

```
PRINT #6; "text to be printed"
```

The group of characters follow-

ing PRINT is essential to accomplishing this specialized printing, but SETCOLOR registers are accessed by the style of characters within the quotes! In GRAPHICS 1 and 2, as in the other modes, SETCOLOR registers contain "default" colors and brightnesses. Here's the registers and corresponding character styles:

```
SETCOLOR 0: contains orange -  
access with uppercase characters  
SETCOLOR 1: contains light green -  
access with lowercase characters  
SETCOLOR 2: contains dark blue -  
uppercase inverse video characters  
SETCOLOR 3: contains red - access  
with lowercase inverse video characters  
SETCOLOR 4: contains black - controls  
background
```

Now we can have our cake and eat it too! Various colors of text at the same time. This is very similar to the lines drawn last month

```
10 GRAPHICS 2+16  
20 POSITION 7,4  
30 PRINT #6;"ORANGE"  
40 POSITION 7,5
```

```
50 PRINT #6;"green"  
60 POSITION 7,6  
70 PRINT #6;"BLUE"  
80 POSITION 7,7  
90 PRINT #6;"red"  
100 GOTO 100  
110 END
```

You will need to type blue in line 70 and red in line 90 with inverse video. Run this program and there you have it...another fine "graphic illustration" of pixel power. Stir up a new color in register 3 by typing:

```
85 SETCOLOR 3,6,6  
90 PRINT #6;"violet"
```

Don't forget to type violet with inverse video. That is a designer text if ever I saw one! Let's shrink-wrap them by changing line 10:

```
10 GRAPHICS 1+16
```

I would like to encourage all budding artists to experiment, dabble and fool around with these commands. 'Nuf for now. Join me next month for more "graphic illustrations"...

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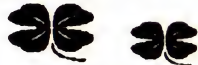
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Have Stacy—Will Travel Bob Brodie Comes to Michigan



Pattie Snyder-Rayl

On the weekend of Feb. 17 and 18, Bob Brodie was in Ann Arbor, MI attending several meetings of computer enthusiasts.

Bob came to Michigan to talk to Atari User Groups and a Macintosh User Group, and he showed off the STe's color and sound capabilities as well as the Stacy, Lynx and Portfolio.

He was invited by the MAC-Technics Macintosh User Group based in Ann Arbor to demonstrate the power and flexibility of the Atari Stacy portable computer and the Spectre GCR from Gadgets by Small on Saturday, the 17th. He spoke in a large university lecture hall filled with approximately 400 Macintosh enthusiasts.

"The room was very intimidating," Bob said afterwards. "But the audience was very courteous and even the president of the MAC-Technics club was emphasizing the strengths of the Atari ST line.

"When I told the group they could purchase a complete desktop publishing setup, Mega 4, Atari Laserprinter, Megafile and software, for under \$4,000, there was an audible gasp. The president then added 'This is half the cost of just an Apple LaserWriter.' Everyone seemed amazed at the price of the Stacy4, with 40Meg hard disk."

After the meeting, Bob said the Macintosh people came to him and tried out some of their software on the Stacy, and it all ran with no problems. He said that made him feel gratified, and he hopes to tell David Small as soon as he gets back to Sunnyvale.

On Sunday, Bob Brodie met with Atari enthusiasts. The meeting was a more modest and simple one, but Bob made himself just as much a hit with the Atari owners as he did with the Macintosh. He demonstrated the Stacy and the new MegaFile 44, a removable cartridge hard drive where each cartridge holds 44Megs of data.

He tried showing off the STe's improved color capability with a European demo on a large color monitor, but the demo didn't seem to want to work as it had on the regular Atari color monitor. However, the stereo sound on the STe was very easy to demonstrate.

He also showed off the Portfolio, saying he didn't understand the appeal of the "palm-top" at first, since he's first and foremost an Atari Enthusiast. He jokingly said when he heard the Portfolio was being considered being produced with 512K memory, he asked when GEM would be put in.

The appeal of the Portfolio isn't really a mystery, he said. The majority of computers in the US are IBM/MS-DOS machines, and there is a need in the computer market for what the Portfolio has to offer MS-DOS users. The reason DOS 2.11 is used in the Portfolio, is because later versions had self-modifying code, and when they tried to write to ROM...problems!

Bob talked about the "Power of Advertizing" article written by Tim Holt of the ST Club of El Paso (see the Jan. '90 issue of AIM). He said the premise of Tim's argument was a little off. Bob said the Portfolio isn't selling as good as it is simply because of advertizing.

The Amiga ads at Christmas, he told the group, were projected by

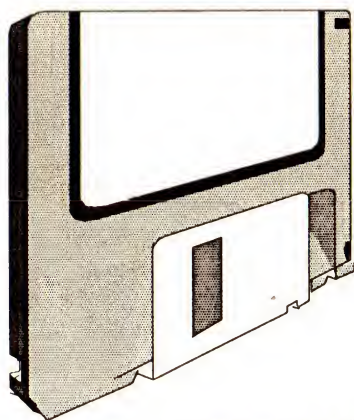
Commodore to increase Amiga sales by 38 percent to justify the expense. The Amiga sales figures for that period turned out to only increase by 10 percent. So advertizing alone isn't the answer, he summarized.

As far as Atari's advertizing, Bob said in April, a 520STfm package called the PowerPack or Advantage will be "test marketed" in the Los Angeles area. In that area, there will be advertizing, such as there is now in New York for the Lynx. The Lynx is soon to be distributed nation-wide by others than Sears, and once this happens, Bob said we should be seeing Lynx ads across the country. He showed the current Lynx ad, and had the Lynx going so people could hear the sound quality (the screen is hard to show a large gathering).

Bob fielded many questions about the overall state of Atari once he was finished demonstrating. Questions focused on what Atari was doing to support users and dealers. Bob's answer was Atari is slowly making changes, which he is comfortable with. He thought changes were being made by the simple fact Atari is being "taken over" by Atari enthusiasts, rather than people who only used an Atari computer at work.

One of the last questions to Bob at the Sunday meeting was, "Why has it taken so long to get someone like you at Atari?" Bob said he was very flattered by the question.

[Ed. Note: Bob finished his Michigan visit by going to Grand Rapids and STING and ending at MACE in Southfield. Clubs can contact him at (408) 745-2052 or Bob-Brodie on GENIE and 70007,3240 on CIS to arrange visits to their area.]



AIM Disk of the Month

All files on this disk are self-extracting LZH archives. To use these programs, simply copy the files on this disk to individual floppies with plenty of free space (or a hard drive) and double-click the files. The files will then automatically unarc themselves into the actual runnable programs.

Readers can purchase this disk by subscribing to the AIM Disk of the Month, contacting one of the AIM participating clubs or by sending \$6/disk to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the March 1990 disk when ordering.

ANDURIL.TOS—A German PD game similar to Bubble Ghost. MONO ONLY.

BELLUM.TOS—A Space Invaders type game from the UK with excellent graphics and sound. Fast and furious joystick action! Low rez color only.

BIGSCR.TOS—This nifty little program has been out for awhile, but a lot of people have been asking for this one. BigScreen creates a virtual screen in memory (such as 1280x960) and maps the normal screen into it as a 'window'—you can then scroll around on a 'big' desktop. Requires TOS 1.2 or higher.

BLOCKADE.TOS—Allen Blockade is a Qix clone from Europe and features background pictures that reveal themselves as you play. Low rez color ONLY.

DICTIONARY.TOS—Diction is a spell checker program that uses a dictionary constructed from your personal text files. Allows simple text file editing. Shareware. Runs in medium or high rez.

GEMINI.TOS—Gemini, a replacement desktop from Germany. Shareware. Features include placement of icons on the desktop, recoverable trashcan (get files back after deleting them), built-in command line interpreter (CLI) and MORE! Comes with a Clipboard accessory and a PD ver-

sion of GDOS! Requires at least one Meg of memory and TOS 1.2 or higher.

GOUP.TOS—Imported from Germany, this LodeRunner-type game allows 1-4 players and has a built-in screen editor for creating your own levels. Mouse or joystick. Monochrome ONLY.

HOSPITAL.TOS—A collection of programs put together in the UK for dealing with viruses. Includes a memory resident anti-virus program, anti-virus checkers and utility programs. Works on all STs and has full docs.

INVADERS.TOS—This is a good version of the classic Space Invaders from Germany. MONO ONLY.

OH_CRAPS.TOS—This is a full-fledged, graphic simulation of Craps, Vegas and Atlantic City style. If you're trying out a new betting system, or learning the game in preparation for a gambling junket, or you just want to play craps, this game is for you. Low rez color ONLY.

POLICE.TOS—This great little desk accessory can really get on someone's nerves...so put it on your friend's ST and watch him/her go nuts! About every 30 seconds, you'll hear the distant sounds of a police siren and a police car drives across the bottom of the screen. MONO ONLY.

QLOCK.TOS—Quick Lock allows you to write protect floppy disk drives and hard disk partitions individually, to prevent accidental or intentional erasure of files. It also allows you to READ PROTECT a drive, preventing unauthorized users from accessing hard disk partitions or copying files to floppy while you're not looking. Password protection allows authorized users to access the protected drives. The program will protect your drives even if the computer is rebooted. Docs included. Another great program from Branch Always Software.

QUICKTOS.TOS—Ever had problems with a program not running on the latest version of TOS? Tired of having to boot old disk versions of TOS from floppy? QUICK TOS allows you to copy the disk versions of TOS to your hard disk, and run them from the hard disk. Go from TOS 1.4 (or TOS 1.2 or

TOS 1.6) to TOS 1.0 in 2 seconds! Also works with the disk versions of TOS 1.4. Freeware from Branch Always Software.

ROULETTE.TOS—This is a roulette simulation that gives you the feeling that you're really there. It follows Vegas and Atlantic city rules. A stat screen will help you if you're trying to nail down a system. Let me know like it. Low rez color ONLY.

RT_MOVE.TOS—This program enables you to move files on the Desktop in TOS 1.4 by holding down the right mouse button instead of the control key.

SALVAGE.TOS—Salvage assists in recovering text files from floppy disks when the FAT tables or Directory on the disk has been trashed. The program scans all the sectors on the floppy disk and displays the first 70 characters stored in each sector. ASCII files can be recognized and the parts recombined into a legitimate file with very little effort on your part.

SEQUENCE.TOS—A 16 track MIDI Sequencer. Works in both color and monochrome, with features galore and full docs. Shareware.

ULTRA.TOS—This program will "ARC" complete disks into a single file. Great for those demo disks with "Hidden" directories that can't be accessed or copied by TOS, such as some of the great demos from Germany.

WHATIS36.TOS—WHATIS 3.6 recognizes 59 types of files: ARCs, LHarcs, PRGs, pics, animations, etc...no more "what kind of file is this?" problems! Runs as a PRG or an ACC (just rename the file) on any ST in any rez. Written by CompuServe sysop Bill Aycock.

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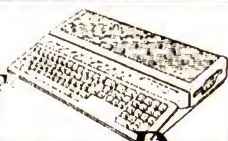
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The Atari Boosters League East (ABLE) is one of the more persistent Atari users clubs, meeting monthly with enthusiasts since the summer of 1981. ABLE provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the interchange of ideas.

General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID highlighting the "super eight" computers is available for \$10 (\$5 for members). In 1990, ABLE began participating with a consortium of Atari User Groups in helping produce the Atari Interface Magazine, a quality monthly publication with obvious broader scope and greater depth of the issues. There is still a place for local ABLE AID information and our local authors will have an opportunity for national exposure.

ABLE maintains a hardcopy library for members of all public information released concerning their computers by Atari, as well as complete files of most Atari relevant magazines, such as Antic, ANALOG, Atari Connection, Creative Computing, COMPUTE!, ROM, Atari Explorer, ST Applications, STart, ST-Log, ST Informer, ST World, MAM/AM, ST X-Press, Shareware Connection, Atari DTP, Current Notes, ACE, MACE and PHOENIX.

We have also established an ABLE Program Library of User Software (ABLE PLUS), consisting of several thousand files for the super eight and sweet sixteen computers. This library contains public domain programs contributed by ABLE members, as well as other computer clubs and users, to allow the sharing of user-written software. A computer specific listing is available to non-members for \$3 and disks are available to non-members for \$6 each.

ABLE maintains a telecommunication service for members.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are \$12.

the Atari Clubs of Denver

ATARI CLUB OF DENVER Esagon Chet Cox 303-399-9352 Librarian Paul Rinc 303-699-8647 Treasurer Guy McDaniel 303-238-2366 Exec Director (means nothing) Joe McWilliam 303-790-7119	STARFLEET President C.J. Bender 303-465-1763 Vice Chris Guenther 303-275-4432 Secretary Thomas Quanten 466-6264 Treasurer Charles Robique 303-464-2887 Librarian Wesley Crusher (Don't ask!)
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STIG

ST Interest Group (STIG)
 1st Speaker
 Ed Fason - 571-6614
 Librarians - Lou Mendoza
 & Joe Ronda
 Scribe - Chet Cox
 Picturemaker -
 Jeremy Fason

EDITORIAL MIKE
 Mike McCutcheon
EDITORIAL SCOTT
 Scott Andersen
JF

And Now for Something Completely Different: A Stream of Consciousness About the Computerless Meeting of the Atari Computer Club of Denver

by good ol' Chet (who wasn't there, so this is heresay)

OK, so I was an hour late. (I now have a Tuesday night class!) I stayed in the background to hear what the chatter was about. Joe McWilliams, our Exec Director ("Exec Director" is an old Latin phrase meaning "Gullible Enough to Take the Job"), had passed out some information about *The Revolution* and its idea about using rubber stamps all over the place. Votes for the club sponsoring these rubber stamps went soundly against, though interest was high about the cost of making a stamp of the club logo. (I've since priced the cost of a stamp of club logo. Around \$8 + tax.)

Now, why wasn't there a computer? All eyes turned to (ulp!) good ol' Chet. Hadn't he told Paul NOT to bring Paul's misty old 1200XL, that he would bring the XEGS? Yes, he had. The rest of the meeting concerned tarring and feathering. Gosh, what excitement! Don't miss the March meeting and our Swap Meet! Since Chet will be late for IT too (That Darned Class!), let's see what trouble he can get into!

STIGS AND STONES for February Heresay and Lies about the ST Interest Group and Groupies

by Chet ("Nope! Wasn't there either!") Cox

Having just come out of some minor surgery, I didn't go to the STIG in February. Just as well; it was a week too early. Seems the Hampden Library had something Really Important scheduled on our regular night, so we had to go a week early.

To add to the gloom of the meeting (Everyone was SO SAD because I wasn't there!), Ed spoke at length about PC Ditto II. PCDII just plain doesn't work unless your name is Avant-Garde Systems. The rumor is that, since no two STs are alike, some minor difference somewhere in some ungodly chip causes a timeout for no particular reason. An upgrade/fix is either in the works, or out and about as you read this. Bottom line: members will not touch until the STIG gets a chance to try it out.

Ed says that the Universal Item Selector III is better, bigger, and runs nicely on TOS 1.4, though it works fine with any old TOS. The demo went over pretty big, as did Ultima V and Federation. Let me guess -- Joe Ronda demonstrated the two games, right?

Rumor time: Discussion was made of the new Atari "removable hard disk." Anyone seen it yet?

Now for the final punchline: there was no computer at the STIG either! Ed was running late, and hadn't the time to pack everything -- so he didn't. All this was being run on a "virtual computer," if you can *imagine* such a thing. Hey, WE did!

Starfleet February Meeting Minutes Feb 9, 1990-Arvada

Officers Present: Guenther, Robique

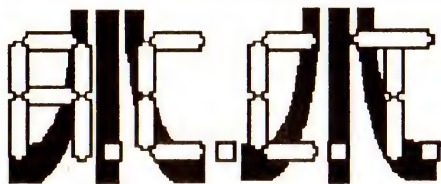
The meeting was brought to order at 7:25 pm in the banquet room at Denny's on Wadsworth. Between 5 and 20 members, officers, guests, and waitresses were present. Esteemed Newsletter Functionary Mike McCutcheon raised the first official topic of discussion by asking if everyone was happy with the delivery of Atari Interface Magazine. While everyone seemed pleased with the Magazine itself, only one of the members present had received his copy prior to the meeting. Several alternatives were discussed with no option being a clear cut favorite. Among the frontrunners were:

1] Poll the members of all the Club's branches to determine if any would prefer hand delivery of the magazine at the meetings. If a significant group was established, perhaps that many magazines could be shipped to Mike from the publishers for a "personal delivery." 2] Change the meeting time of the Starfleet branch. The new time would be published in AIM as "Next Friday" and would depend upon when one received his magazine. This idea needs some work. 3] Have AIM itself advance the cover date by one month thus assuring timely delivery but old news for everyone. 4] Bitch. 5] Do nothing.

After the food hiatus the meeting resumed with a demo by new prez Chris Guenther. Longstanding members may remember Chris' version of "Wheel of Fortune," first written in BASIC. (Available in the Club Library.) What Chris had this night was a new version of the title screen written in ACTION. Members oohed and ahhed as the two screens were compared. Consensus opinion was that the ACTION version was "twice as fast." Thus ended the demo segment of the February Starfleet meeting.

"Small Discussion Groups" was the next item on the agenda. Members examined favorite topics with like-minded partners.

At that point it was noticed that CJ Bender, alias Ensign Crusher, was AWOL. Loud cheering and fireworks could be heard as the meeting broke up and the assemblage dispersed into the night.



Atari Computer Club of Toledo is an independent user group founded in 1980. A.C.C.T. is the only Atari user group in the NW Ohio/SE Michigan area that provides help and support for and from both 8-bit and 16-bit computer users.

Club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are \$2/8-bit and \$3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka at 313-241-1157 or Michael Justice at 419-242-7797 or via Fantasy Island BBS.

President:	David Micka	313-241-1157
VP & 8-Bit Librarian:	Michael Justice	419-242-7797
Secretary:	Sharon Hill	419-423-2135
Treasurer:	Rose Taylor	
ST Librarian:	Brenda Micka	313-241-1157
Fantasy Island BBS (3/12/2400)		419-691-6459

Greetings all from my temporary home in Napanee, Ontario, Canada. During my absence Mike has been doing an outstanding job in his capacity as V.P..

Although meeting attendance has been down, the core membership has been keeping things together and running fairly smoothly. It was decided, at the February meeting, the club would participate in the spring ComputerFestival to be held in April. Again we will have three tables set up with various systemsto demo the ST and 8-bit. Club promotion will have to be a big priority this spring if we hope to keep this club alive through 1990.

Calling all 8-bit system users...Our club was founded by and for 8-bit computer users and I know that there are still many of you out there. If anyone knows of these people please invite them to our meeting for we need their inputto keep the club moving and growing. As for the ST side we have members who still have very limited knowledge on all the capabilities of this machine and this is why we need input from the membership on what you want at our monthly meetings for they have degeneratedto simply social gatherings without direction, I see now why our former president became so frustrated with the club's performance in the last year she held that position.

I have tried to put forth some ideas on how to bring the club back to life but have come up with very poor response from the majority of the membership. Unfortunately my job has kept me away for the past few months and so I must rely on my backup team to get the ball rolling. You all are getting this magazine so I know you are benefitting from this idea, so howabout some effort back to the club? A good time to show your support is coming up in April. I hope more than the usual 4 or 5 will help out. I am going to askthe club membership to change the table location at the spring show so we can better represent our club without getting crowded out around the front door. We will have better planning for this show, which will include scheduled demonstrations of more than just games and a more organized set-up of the systems including magazines, prices and availability of systems from the stores we visit the most often.

Thanks again to my wife Brenda and my V.P. Mike for the help in my absence. See you at the March meeting!!!!!!

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Presidential Proclamations by Phil Rominger

If you happened to miss Februaries meeting, you really missed a good one. And if you're planning on sitting at home during next months meeting, you may be missing the opportunity of a life time. The Club will be raffling/auctioning off two copies of Soft Logic's Page Stream. This is a Desk Top Publishing program, that is really outstanding and very easy to use. All it will cost you to get one of the two copies is a few bucks (a fraction of the original cost), and a small written review of the program to be placed in the newsletter. We will be covering several subjects that will be of interest to all members. One of these projects is the implementation of a club consignment table. As all of you know Jim Wooding had one at his store and it was very popular. If we can get this project off the ground, I see it as a means for the club to make a little money and for all of you to get or sell software and equipment. I don't want you to make a decision now, but keep it in mind and let me know what you think at the meeting.

I want to take this opportunity to thank one of our officers for all the hard work that he has done this month. Herb Kanner has been doing all the ground work for the Page Stream give away, and has worked many hours making sure that it all comes off without a hitch. Herb, also spent alot of time on the phone in the process of repossessing our 8-bit library. Thanks Herb.

Finally, to all of you 8-bit users out there. We have a new 8-bit librarian, so at the next meeting stop off and thank Theodore Tausch. He didn't hesitate to answer the call, when volunteers were requested for this job. I'm looking forward to seeing all of you at the March meeting - Happy Computing.

Secretary's Report Brian Pendergrass

Topics which were discussed at the 5 FEB 90 meeting were: The Stacy is no longer (at least at the moment) considered a laptop. The batteries don't last very long. Mega 2s are back ordered, and have been for a few months. Atari is currently shipping Mega 4 machines instead of the backordered Mega 2s. Speaking of back orders, Atari monochrome monitors are also back ordered. A shipment of 400 monitors is reportedly in customs as I type.

PC Ditto II is finally being shipped! But it also has a high failure rate. They were apparently getting so many calls and letter that they weren't answering anyone. The problem has to do with the revision of your particular computer. Revision D is the one that works, all others will probably experience problems. The problem has to do with timing and they are working on a software fix.

Now for some good news. Two Atari shows are scheduled for the coming months; TheWorld of Atari show April 6, 7, 8, in Anaheim. Also the AtariFest in Glendale will be September 15 & 16.

Computer Connection is now out of business. But Commstar, located in the Food 4 Less shopping center - Santa Maria, will be increasing their stock of ST software. They had always carried a few pieces of software but didn't have too much, not wanting to compete with Computer Connection. So drop in and voice your desire for more ST stuff, and buy something occasionally too.

Gus Maio donated another certificate for a free pizza from Dominos Pizza and an ST soccer game to be raffled off. The pizza was won by Herb Kanner. Only 3 tickets were sold for the game so it was held over to be raffled another day. Thanks again Gus.

Bob Ribbortone demonstrated PageStream, a new Desk Top Publisher. It looks pretty good. It has a couple of unique features as well as excellent print quality with a 9 pin printer. Speaking of PageStream, the club has received 2 copies of PageStream from the publisher. One copy will be raffled, auctioned (or something) off at the March meeting and the second copy will 'somethinged' off at the April meeting. So make sure you show up at these (and all) meetings to ensure your chance of obtaining this excellent program.

This month's ST disk of the month: EASYTEXT - a public domain DTP; IFFCONV - converts IFF pix to other modes

BACKGAMMON - need I say more? STARSTRUCK - a screen saver program with fireworks; ATARI DEMO - an old 520 ST demo; FLEXISORT - a sorting program

Please welcome two new members to the club; Margaret Swanson and Dan Liston.

Newsletter Notes by Jerry Sullivan

This will be our second month as a Participating Club with Unicorn Publications. As you have undoubtedly noticed AIM arrives to your door after the club meeting for that month. So if you have any announcements that you wish passed on to the general membership prior to a meeting be sure you submit your article/announcement two months in advance before the 17th of the month.

As a reminder the next two club meeting will be held on MARCH 5th and APRIL 2nd, same time same place, Vandenberg Federal Credit Union the Village branch at 7:00 P.M. see you there.

Birmingham Atari Computer Enthusiasts

The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are yearly \$20 for a regular membership, and \$35 for a professional level membership.

Mark Bodenhausen	President
James Gilreath	Vice President
Brenda Bodenhausen	Secretary
Steve Yates	Treasurer

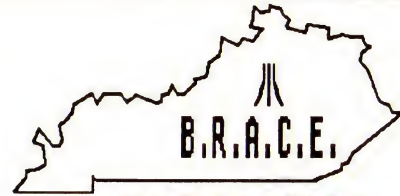
For membership information, contact Steve Yates, 1005 Candy Mountain Road, Birmingham, Alabama 35216.

Our BBS is at (205) 833-5012. This is both a voice and data line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected. The Atari oriented BBS supports both ASCII and ATASCII, 300/1200/2400 baud 24 hrs. On-line storage is 20 Meg, with 19 file areas for up and downloading, on-line games, books, articles, ads, magazines, E-Mail, F-Mail and other information.

In the meeting on February 12, a total of 19 members and guests were present, including one of the local dealers. The inclusion of AIM magazine in the yearly benefits was voted upon by the membership, and was overwhelmingly approved. The subscriptions should begin with the March issue and will run until December. This will be supplemented by inserts and newsletters from the club. A column of names and telephone numbers for expertise in getting help for a number of programs will be included in the newsletter. These experts can be called upon to help out those persons who are unable to get through to a customer support line in a particular program. Information for the IEEE Fair in Huntsville (which will include Atari, IBM, and Mac products), along with a schedule for the events for each of the days (February 16 and 17th), was also presented. There was a lot of interest in attending, and it was suggested that the members go Friday if possible to avoid large crowds.

A presentation of Universal Item Selector III was given. Its features and improvements over UIS II were shown.

The next meetings will be on March 12 and April 9 at 7:00 at the Vestavia Hills Library, downstairs. Demos will include desktop publishing programs and document processors for both the 8-bit and ST. AtariWriter 80 with the XEP-80, Newsroom, WordFlair, Atari's entry into the document processing field, Pagestream, Calamus, and Publisher ST are all scheduled for the next series of meetings. Strengths and weaknesses of each will be compared.



Bluegrass Region Atari Computer Enthusiasts

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Secretary	Chris Dotson	
Treasurer	Vacant	
Librarian	Chris Dotson	
BBS Sysop	Rick Bradfield	

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. The site of the meeting is undetermined at this time. The officers will be in contact with you in the future to advise you of the meeting site. Current membership dues are \$15 per year for an individual membership, \$20 per year for a family membership and \$10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of B.R.A.C.E. have extra downloading privileges on The Abyss BBS (606) 223-2782.

BRAG ST



Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074
Graphics	Dick Kersting	(716) 839-0494

From the Chairman: BRAG ST joins the AIM family! We hope the membership approves of this new format to get the best news, reviews and insight as to what's going on in the world of Atari.

Annual Auction: This month the annual auction will be held in the Coffee Shop next to our regular meeting place, which should give us some more room this year to sell goods. Bring a friend and your unwanted Atari computer software or hardware and LOTS of cash -- there will be plenty of items for everyone.

April Events: On Sunday, April 1st (no foolin'), the second Canadian Atari Users Convention will be held in the Airport Hilton Hotel, Toronto Airport Strip, 5875 Airport Road, Mississauga, Ontario from 10 AM to 6 PM. For more info call (416) 425-5357. Details and maps will be available at the March meeting. Next, on April 28th, Atari's User Group Coordinator, Bob Brodie, will be visiting Western New York. Atari enthusiasts from Buffalo, Rochester and Syracuse will be converging on the campus of the Rochester Institute of Technology for what should shape up to be an interesting afternoon. There is still time to reserve your seat on the bus chartered for the event. The cost is estimated to be \$10 per person. Please send in your check to the PO Box or bring it to the March 15th meeting. Please note that the deadline for reservations is April 3rd -- if we do not get enough members to sign up by then, your money will be refunded (and you'll have to drive there

yourself!). Oh yes, don't forget our regular meeting on April 19th!

Proposed By Law Change: Article #13 currently reads: Annual dues for individual members shall be fifteen dollars, with a family membership available for twenty-five dollars. The proposed change would be: Annual dues for individuals and families shall be twenty dollars. The proposed change, if passed, would take effect July, 1990. See you at the Auction!



Cascades Atari Computer Enthusiasts is the Atari Club in and around the Jackson County area. The Main purpose of the club is to help inform new users and to promote the use of the Atari Computer in the community.

President	Brent Fisher	(517) 764-4599
Vice-President	Tim Hotchkiss	522-8912
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	787-3970

The CACE BBS is run by the club and is open to anyone with a modem. The number to call is (517) 787-4011. The current membership dues are \$14.80 per year, and are payable at any of the CACE monthly meetings, or by mail to the PO Box. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter.

Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings are held on the second Saturday of the month from 1 pm to approx. 4 pm at Boos Center.

Fishin' Around by Brent Fisher

Welcome to yet another installment of my ramblings and missives.

We had our first meeting in the Boo's center in about two years. I have to admit it is nice to be back in Loomis Park. And just in case some of you haven't heard, we are now meeting every second *Saturday*, in the Boo's Center in Loomis Park. We are still starting around 1:00 pm. So come on out and check us out. And while I'm on the subject the next meeting will take place on Saturday March 10th. So don't say that I didn't warn you. Of course if you don't get your AIM until after the meeting, ok maybe I didn't warn you. So just in case you don't get this until late, the April meeting will be on Saturday, April 14th.

The great news department reports that the C.A.C.E. BBS is back up and running at 517-787-4011. We are now running under BBS Express! Professional. We have downloading for 8-bit, ST and Zmag/ZNET. So take some time and give us a call. The 300 baud connection problem has now been fixed, and we hope to see you all on-line soon.

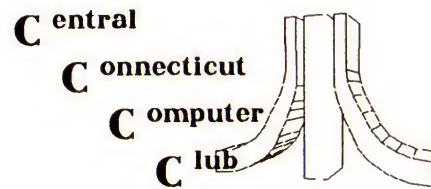
Yesterday (as I write this), Bob Brodie from Atari, was in Ann Arbor to talk about Atari's new products. He showed the new game system, the LYNX, the Portfolio, STacy 4, and the new STE. Everyone there had an opportunity to use the new stuff, and I have to admit that I was impressed with what I saw. I have no doubts whatsoever that the LYNX will be an extremely popular item. The graphics on that thing would put some coin-op arcade machines to shame. Needless to say I did my best to make sure that the demonstration unit was in entirely working condition. I took a few minutes away from the LYNX to have a close look at the Portfolio also. It really is very tiny. If any of you have a VHS VCR at home, just take a look at one of the tapes and you'll see just how big the little computer actually is. The biggest thing that caught my attention is just how much software that Atari has packaged into the Portfolio. Now I know that some of you are saying just what is an STE. Well this is Atari's much improved (in the sound department, at least as far as I could hear) ST. Bob ran a demo that had the best sound that I have ever heard produced on a personal computer.

If you would like a bit more in-depth review of the brief mention of products that I have made, I'm certain that Bill and Pattie have an excellent article somewhere else in this issue.

One final thing that I should mention, is that Atari produced

software should be available once again. I'm talking about such long lost gems as Atari Planetarium and AtariWriter+. So if your dealer doesn't have them in stock, have him call Atari or check your favorite mail order house, or I suppose that you could call customer relations yourself.

Well I hope to catch you all at the next meeting, until then have a great month.



The Central Connecticut Computer Club is the oldest, still operational Atari club in the state. Conceived in December of 1980, and operational in January, 1981, the CCCC continues to serve the Atari community. New blood is welcomed, and of course, old hands are always welcomed back.

Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentation or demos of various hardware or software items. The meetings are held at Eastern Computer Video, 1207 Meriden-Waterbury Turnpike, Milldale, CT 06467.

Prospective members may call Rich Scheidel (203) 589-9035 or 589-3738. Failing that, call Tim Brandt, (203) 283-0500 or write C-CCC, 127 Pinnacle, Bristol, CT 06010.

Dues are \$25 per year, \$30 for family plan. Includes Voting membership, newsletter, access to Club library (8bit and ST), access to club magazine library, discounts on computer and video supplies at Eastern Computer-Video, and access to the CClub message base at Ultra Project BBS.



President	Norman Moore	(503) 447-3598
ST-VP	Bob Kanski	(503) 548-8201
8-Bit VP	Marc Hitson	(503) 648-0513
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Address: Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

Membership dues are \$1/month and \$1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.

Members, please keep an eye on your mailing label that comes with your AIM magazine. On your label you will find the expiration date of your membership. Be sure to renew your membership when you can or you may be left without an AIM in your life. A month early would be best to insure that you get your copy of AIM and keep an ongoing membership.

Did everyone have a good time at the PIZZA PARTY!? As of this writing it hasn't happened yet, but next month we will report more on this and who won the Video Key.

I hope everyone is getting a copy of the AIM PD disk because there is some good stuff on there. If you didn't, then ask around at the meetings and we'll get you a copy. We are basically only going to make copies as needed. We will receive a disk each month so be sure to come to the meetings and pick one up. By the way, don't just rely on everyone else to bring a computer. Although we have had very little trouble with this, it's not organized as to who brings a computer each time. So if it happens there isn't one for you to use, you should have brought yours.

Remember...WE DO NOT ALLOW PIRACY AT OUR MEETINGS!



DUST DOVER USERS OF STS

Dover Users of STs (DUST), PO Box 545, Camden-Wyoming, DE 19934.

FACCS

First Atari Computer Club of Spokane

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369
Treasurer	Norm Iverson	509-253-4733
Secretary	Nancy Prevost	509-456-0506
Sysop	Greg Morse	509-328-1013
Classic Librarian	Ed Hicks	509-992-1244
ST Librarian	Roy Steele	208-773-4876
Newsletter Editor	Merry Iverson	509-253-4733

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone. To enter the Atari Zone call 509-326-5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send you your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent any interruption in your F.A.C.C.S. services please renew by the expiration date on your card.

F.A.C.C.S. Secretary's Report

Well, February kicks off our Skippers Coupon fund drive. For each coupon sold, the club will receive one dollar, and with a little effort we should make enough to get ourselves out of the red. Remember to turn in your money and unsold tickets at the March eighth meeting! (If you got this before the March meeting...if not, get in touch with me or Ed Hicks.)

In other news, we have our hard drive back for the Atari Zone, so we will be able to get some files up, just as soon as we figure out what its other problem is. The SysOp suspects the ribbon cable has bitten the dust, but he is undertaking a complete raid on the system to make sure he's taken care of all the bugs. Meanwhile, the board continues to run on RamDisk. Our thanks to everyone who contributed to the repair fund, especially Mary Crider, who has been given an honorary year's membership on the board.

If you missed the last meeting, you missed comparisons of Tetris for the ST and Tetrix, a Shareware version for the 8-bit, and the Atari Planetarium for the ST. Planetarium will be back next month, along with the 8-bit version. Tim has also recently acquired Diamond, and Textpro Plus version 4.5, which will be the March disk of the month.

There's been an increased interest recently in 8-bit Atari computers in the area. Anyone knowing of any 8-bit hardware or software for sale, please contact any F.A.C.C.S. officer or tell us about it at the meeting. John Cooper has suggested we get together with other computer clubs in the area, no matter what type, and hold a combined auction a few months down the line. This would be another project for ICE, our F.A.C.C.S. inspired multi-computer users group! By the way, the next ICE pamphlet will be coming out March 1st in all local computer stores, so be sure to look for it. We have added several more clubs and a LOT more BBS numbers since the first issue came out. See you all at the next meeting.

Nancy Prevost, Secretary

From the Desk of Your Editor

Since we have moved up our due date for articles, there has been a terrible shortage in the articles being turned in for publication. I would like to take this time to encourage our

members and officers to try to start submitting these articles once again. As you know, these articles can be on anything you are working with...whether it is on the troubles you are having or how you solved these problems. Others may be able to help you or learn from you overcoming your obstacles. Once again, we can't encourage you enough to submit any article you might come up with or have rambling around in your head.

In the next few months we are hoping to do some comparison programs running the same program side by side on the ST and the 130XE. These includes programs like Planetarium and Tetris, along with a couple others. We are not showing one machine is better than the other, but it shows the abilities of the authors. Many programs on both machines are very similar and use beautiful graphics that only their author could imagine and, even more importantly, put into programs.

This month's Demo on the Classic Computer is rumored to be the Diamond Cartridge.

If we can find someone with a working PC DITTO II, it's rumored that's what the ST Demo will be.

As many of you have already noticed, the AIM magazine does not get here before our monthly meeting. This is due to the Post Office delivery and not with us or AIM. AIM is mailed out the first of every month. I know we do not receive ours until after the 20th of the month. Maybe if we have enough people complain to the Postal Service they will start delivering within the 10 day period which they are supposed to. Then we would have our newsletter before most of our meetings.

Don't forget to sell and turn in your Skipper coupons along with the monies earned by the end of March. Hope to see everyone at our next meeting.

Merry Iverson



GKAUG meets once a month by invitation only as time permits. Membership is through the MACE organization for those who want the AIM magazine and other benefits.

President: Frank Fellheimer (616) 657-6106
 Archiver: Dave Oldenburg
 Librarian: Bill Berner
 2nd System/GKAUG BBS (616) 385-2448
 We run a 130XE using BBS EXPRESS! PRO Node #197

I was able to schedule a meeting on Sunday, 11 February 90, and I was really surprised as to the events that managed to develop.

I had three calls from people that haven't been to meetings in about 2-3 years and wanted to attend. Nice guy that I am, I invited them to join us. Then only one of them showed up.

But, the meeting.... It started at about 10:00 AM and lasted until about 6:00 PM. We did a lot.

Started off with a file from TextPro that was written on a 1200XL. You must remember to turn off the key click or most of the letters will appear in inverse...a problem if you don't have Version 4.0 to change them back to normal characters. We didn't, because our updated Version of TextPro didn't come until about 2:00 PM in the afternoon. We spent about 2 hours doing global changes to convert it all back. It worked. We were so happy, until we found out Version 4.0 would do the whole thing, like fast!

We talked about getting together to make some more Lode Runner Screens of our own. We have about 20 already but they are fun to make and even more fun to see someone else try to get though one of your own screen. That will probably be one of our projects for next month.

Everyone got the grand tour of my library shelves, which are basically complete. I will soon start on the walls. Eventually, this will be my computer room and will give us a larger area to "work (play)" in.

Until next month: Frank Fellheimer



GRAND
RAPIDS
ATARI
SYSTEMS
SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W. Doors open at 6:30, meeting starts at 7:00pm. Dues are \$22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)784-6230
5625 Buthview N.E.	Comstock Park, Mich. 49321	
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

President's Monthly

I am pleased to report that the new Back to Basics demos seem to be a big success. The DOS 2.5 double feature at the February meeting had something new for just about everyone, from new users to those who have been computing with their Ataris for years.

The March demo feature will be Sparta-DOS for those who have it but have not had the chance to read the manual yet. Both 1.x and the newer 3.x versions will be shown, with instructions on how to get from the master disk to something you can boot and use everyday. Some of the utilities will be explained so you can use Sparta-DOS as your main disk-operating system, like so many of us have done.

In upcoming months we'll do the same for AtariWriter, Textpro, and any other applications or utility packages that the membership want. I will start a poll from the membership, and the titles with the most interest will get done as soon as possible.

Remember, March is dues month, if you did not come to the meeting, be sure to contact George Nosky about getting them paid so you do not miss a single issue of AIM.

Till next month, Tim



Greater Triangle Atari Users Group
c/o Joe Bryant, 2508 San Jacinto, Beaumont, TX 77701



The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is \$22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President: Bill Kithas 713-855-0815
Vice President: John Hauser 713-458-0595
Secretary: Bob Leeper 713-665-3229
Treasurer: Jim Salmon 713-879-8119
Newsletter Editor: Tracy Webber 713-981-5343

Notes from the President

Members! What do you think about AIM? The HACE board made a wise decision when they adopted AIM. To see HACE as part of a national magazine is good for Houston. The articles, news, and advertisements in AIM are good for HACE members. Tell your friends about AIM and HACE and let's each try to bring in a new or renewed member.

The board has voted to reduce the price of P.D. Disks to \$2.00! 8-Bitters, this is an excellent time to review the library and buy the disks that interest you. All of you ST enthusiasts can get a copy of the AIM P.D. Disk for \$4.00. Read about its contents in AIM. This disk is an outstanding addition to anyone's library.

Everyone picked up a copy of "Meeting Dates and Programs" at the February meeting. Topics have been chosen thru July. Members, give your ideas for a meeting topic to one of the board members and have a voice in your club. February's topic is Communications and John Hauser will cover File Transfers, Bill Tart will cover D-Term, and Alvin Carley will cover The VT100. Since Tracy is going on an international trip in March we have moved the Light & Sound Extravaganza to April and in March HACE will have Arcade Game Demos and contests with Prizes. Speaking of Prizes, HACE will have two DOOR PRIZES at each of our meetings. In February, we will GIVE AWAY a New ST arcade style Street Fighting Game. For the 8-Bitters, we will GIVE AWAY a package of three Golden Oldies. Of course, they are arcade-type games in the theme of our next meeting.

HACE's Magazine and Literature Library will be at our next meeting. This is made possible because of the work of Louis De Luca. Thanks Lou! Check out that copy of Analog you have always wanted to read -- the disks are in the Disk Library also -- what a good deal! The HACE meetings are really a resource for beginners and pros alike. Members, bring a friend and let's enjoy our Ataris. See you all at the meeting.

BAK



Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

President	Mike Hopkins	227-9058
ST Vice President	Maureen Kelly	428-9381
Treasurer	Forrest Blood	877-3579
Recording Sec'y	Gary Mickus	767-1933
Membership Chair	Al Gurelse	596-7567

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit (400/800 & XL/XE) and 16/32-bit (ST/Mega) computers.

Membership dues are calculated at \$2.00 per month prorated through the coming July, when the entire club comes up for renewal. August, 1989 - July, 1990 dues are \$25. Spouses and children may be included under one membership fee. Attendance at our monthly meeting is free for all members. Guests may attend up to 2 meetings at no charge.

JACS dues help pay for the printing and mailing of our monthly newsletter, BETWEEN BYTES, monthly room rent, electricity and phone (for the BBS), door prizes, refreshments (Christmas Party) and

the purchase and maintenance of JACS equipment. As a JACS member, you'll receive a subscription to our newsletter and AIM, full access to our 24-hour bulletin board and access to our growing libraries of public domain software for the all Atari computers. Our disk libraries currently include over 200 disks, available for \$3 each (member price). JACS ST library now includes the AIM Disk of the Month.

You are welcome to attend a JACS meeting as our guest. Once you've become a member, you're encouraged to become an active participant in the group. It's the only way to have fun.



The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost \$20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Irwin Brooks,	President/ST Librarian	(801)731-1516
Richard Clark,	Vice President	(801)825-5823
Ken Karchner,	Secretary/Treasurer	(801)776-8015
Lonnie Allen,	8-Bit Librarian	(801)392-4450

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next two meetings.

March 14, 1990 & April 11, 1990

LACE President's Column—520ST Upgrade Saga Continued

As of the date of this writing, February 16, I have been contacted by only two people wishing the instructions for the 520ST two (2) meg upgrade. I realize that the AIM magazine has only been out for a couple of days and that the mail wouldn't get here that quickly. So I'm reminding you: If you want me to take the time and write up the instructions for the 2Meg 520ST Upgrade then you need to drop me a line at the following address: Irwin Brooks, 3897 So. 2275 W., Roy, Utah, 84067-3515

To be honest with you, I actually began the writeup a couple of weeks ago. I'm now on page eight and I estimate that it is half done. However, it probably will not be published in any magazines since this mod has a limited application to only a few users. I presently plan on sending out copies of the text file with photographs of my 520 modded. Therefore, it is imperative that you respond if you need these instructions.

LACE Minutes

The February 13th LACE meeting was called a day early. I apologise to all who missed it for one reason or another. I did try to contact each one and at least leave a message.

At the February meeting we had both an 8-bit and ST demonstrations. Richard Clark demonstrated the club's own 3-inch dual disk drive for the 8-bit computers. These jewels were released a number of years ago before the 3.5 inch drives were standardized.

I rushed to put together a Blitz cable about an hour prior to the meeting. I had all the parts on hand but I had to disassemble a drive cable to do it. Then when I got it all put together it didn't work. I finally ended up ohming out each and every wire in both cables. As it turned out, there were two wires in one of the cables that were color coded exactly the same. Strangest thing that I've seen. Anyway, I got it working and used it at the club meeting to copy the January AIM disk.

Upcoming demonstrations will include; PC Speed or PC Ditto II for the Mega/ST line and Diamond OS (ST Junior) for the Atari 8-Bit line.

If other demos or information is of interest to you then speak up. This is your club. We want to share and serve. But to do that we have to KNOW! Let us help your desires. Then, don't miss out. Come to the meetings. I'm always glad I do, so will you be.

Irwin L. Brooks, LACE Club President, February 16, 1990



Michigan Atari Computer Enthusiasts receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are \$3 and ST disks are \$4 each, and if you buy three disks from either library, you can choose a 4th disk absolutely FREE! Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send \$2 for either an ST or 8bit catalog to MACE, PO Box 2785, Southfield, MI 48037. MACE can also be contacted through Ed Hanson, (313) 675-0044 or Bob Retelle (313) 483-7358. MACE meets on the Third Tuesday of each month at 7:30 at the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads in Southfield, MI.



Mid-Ohio Atari User Group, Post Office Box 134, Ontario, OH 44862.

The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. The meetings are the third Saturday of each month, from 7:00pm until 9:00pm. Demonstrations are welcomed, and pirating is expressly forbidden.

M.A.U.G. is a participating club in the Atari Interface Magazine group. As such, members receive an issue of A.I.M. every month for no extra charge. Club dues are \$7.50 per year for all members.

The club maintains a disk library for both the 8-bit and ST line of computers. There is also a special M.A.U.G. section for members on the DataQue Support BBS, for email and file downloads. The number of the board is (419) 529-5197.

Middle
Georgia



Atari
Users
Group

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-922-5666. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 2 PM at the Warner Robins Library. Annual dues are \$5 with the newsletter optional. Use of the club library is free to all paid members.

February Meeting

We had a good turn out for the February meeting. The meeting took place an hour earlier (1 pm) because I have been having to work some overtime on the weekends lately. Bob Blackshear brought his 1040ST along with my 520ST so that we could have two computers. We are still looking for more volunteers to bring their computers and to rotate that responsibility a little better. Most members have brought their computers at least once and some several times. However there are some members that I would like to see bring their computers that have not done so as of yet.

For those of us that may have been waiting for a monochrome monitor for awhile Atari has finally shipped a supply to dealers. There still seems to be a shortage of these great monitors and in some cases it is slowing up sales of computer systems. RUMOR is

that Atari is working on a smaller version of the LYNX that will sell for about \$99. Not too much to go on but it will not have the screen flip feature that is on the \$149 unit. Also there is a rumor going around that EPYX has closed its doors - so there is some speculation as to who will make cartridges for the LYNX. By the way the smaller version WILL have a color screen although maybe smaller. The STE is selling well overseas as most of you have heard. Always a big question is compatibility -- word is that there is no problem with POWER type programs (databases, word processors, etc.) but that some arcade games will not run. I do not find this very surprising, and you shouldn't by now either as most of you are very familiar with computer and disk drive upgrades and the problems that go with them. Still no official word as to when it will be available in the U.S.

COULD THIS HAPPEN TO YOU? Jimmy, one of our members, has a little problem that started well before Christmas. Jim tried to install the E-Z Ram upgrade into his ST and when he booted his system up it was BOMB city. After he removed his upgrade he still had a big row of Bombs. Well, Jim decided to send his computer off to a dealer in Calif. for repair...a dealer that is known to advertise in several ST magazines. The dealer guaranteed a five day turnaround in computers sent in for repair. Well, Jim waited and waited and no computer -- so he called. The dealer informed him that he was waiting for a motherboard from Atari...sounds a little strange to me...that is what Jim told me at the DECEMBER meeting. Well, it is now Feb. 11 and still no computer, the dealer told him that his store had been broken into during the Christmas holidays and the computer was stolen. The dealer promised to send Jim a NEW 1040ST as a replacement (Jim sent them a 520ST), but Jim hasn't seen anything yet. My advice to Jim was to notify the Postmaster in that there are laws about Mail Fraud. Next month I'll give you an update on Jim's computer mail problem.

This will be a good topic at the next meeting -- Ordering Through the Mail -- What to Know, What to Ask when You Order, and Mail Order and The Law and What You Can Do to Protect Yourself. Here in Middle Ga., we have NO dealers at all within 175 miles, so we must be extremely careful of who we do business with. If you have any questions or if you don't know who is dependable, then give me a call and I have a list of dealers who have been proven to be fast and reliable. Don't just grab a name out of a magazine if you don't have to. This is the kind of information the club specializes in.

The HIGHLIGHT of the club meeting was a hardware/software sale by Howard O'Berg. Howard is leaving us and taking up a job opportunity in Texas. Howard was selling all of his software and hardware at bargain prices. How about a 1040ST with color monitor for \$300! A Supra 1200 Baud modem with software for \$40. A Navarone clock cart. for \$10 and several software titles for \$3 ea. If you missed the meeting and missed these deals, then I'm sorry for you. I bought the clock cart. and several games. Howard left the meeting with nothing in his hands -- not surprisingly, he sold everything that he brought to the meeting. By the way, I am selling my Avatex 1200HC modem for \$50 with ST Talk Pro. thrown in, if you know anyone that is interested -- finally upgrading to 2400 Baud.

Well if I don't close, Bill and Pattie are going to get on to me for being so long winded. How about this great AIM magazine, does it get better every month or what? THANK YOU, THANK YOU, THANK YOU, Bill and Pattie. I hope the magazine is growing and going great for you. The April meeting will be on the 8th at the Warner Robins Library -- hope to see you there!

FOR SALE

Star Trek: The Rebel Universe (ST)	\$ 15.00 obo
Autoduel (ST)	\$ 10.00 obo
Outcast (ST)	\$ 10.00 obo
Lands of Havoc (ST)	\$ 10.00 obo
Fahrenheit 451 (ST)	\$ 10.00 obo
Atari 1030 Modem & power supply	\$ 10.00 obo
All ST programs include original packaging & docs.	
Call: Michael Bonkowski (313) 427-3157 after 6 P.M.	



O-ACES

Omaha Atari

Computer Enthusiasts

President
Vice Pres/Treasurer
ST Librarian
8-Bit Librarian

Bill Zimmerman
Pete Killian
Damien Jones
Bill Zimmerman

The PREZ Says Well, hello there everybody. Here we are firmly into the new year and anxiously awaiting our first newsletter. And, guess what, if you're reading this article you've either received your copy or you're reading someone else's copy. Incidentally, if you have read our newsletter article(s) you'll note that we finally took the plunge and began our new combined effort with Atari Interface Magazine (AIM).

This magazine, relatively speaking, has as much (if not more) worthwhile information in it as most of the Atari-related magazines of the past and present. In addition to all of this, we get to read up on what other Atari users--border to border and coast to coast--are doing in their user's groups and what their thoughts and ideas are on the world of Atari products.

We were pleased as punch to have Tom Lombardo visit us during the 14 Feb 90 meeting to demonstrate the BBS called Community Link that US West has put together along with software for users of IBM, Macintosh, and Apple computer systems. Currently, the only software they have is for these three lines of computers. However, with enough interest they (US West) might very well develop or pay someone else to develop the software for other computers such as Atari and Commodore (one developer has promised them a Commodore version for over a year now).

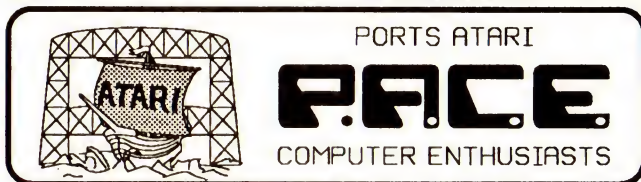
Finally, if you want to try out their BBS they are willing to let you use one of their computer terminals free for two months. After that, the cost for the use of the terminal is roughly \$8.00 per month. The cost for using the BBS depends on which selection you make on the menu. Before you use a particular service, it will let you know on-screen how much, per minute, it will cost you to use that part. The only parts of the BBS that are currently free are the main menu and the Omaha World Herald. If you want further information on Community Link, call Tom Lombardo at 422-7766. He'll set you up if you want to try their system.

Next, let's talk about what to do with some of the money we have stashed away for a rainy day. We discussed the possibility of buying some hardware so that we could set up a BBS of our own. Pete said he'd be willing to let the club have one of his single-sided drives as a start. Now we only have to determine what else to buy, where or from whom to buy it, and who would run the BBS once we purchased all of the necessary equipment to get started. We have somewhere around \$500 in our checking account and if you all keep your eyes peeled for some opportunistic purchases we should be able to get this show on the road before too long.

Yet another important item that was discussed was the cost of our 8-bit and 16-bit software. Pete brought a flier and passed it around. However, for any of you that didn't get a chance to see it, here's what it said: ST Disks - \$3 for Double Sided, \$2 for Single Sided and 8-Bit Disks - \$1.50 for Double Sided, \$1 for Single Sided. **Prices **double** for non-members.** (The above-mentioned disks are, of course, all public Domain software and data, in case you hadn't guessed)

Now for the last but all important information concerning the Computer Expo '90, an Adopt-A-School project sponsored by McMillan Math and Computer Center and US West. It's scheduled for Thursday, March 29, 1990, at McMillan, 3802 Redick Avenue, from 8:00 a.m. to 4:00 p.m. The theme is Education in the Information Age and the Expo will include such things as: programming contests, exhibit areas, workshops, and hands-on activities.

We solicit the help of each and every one of you to join us to make this Expo a big hit for all Atari enthusiasts. Pete has a lot more of the particulars on this and he discussed some of them at the meeting. Therefore, if you want further information, I suggest you contact Pete personally.



President	Tracy Hendershot	525-1058
Vice President	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
ST Librarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is \$30.00 per year or \$9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying privileges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInk and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President...

We narrowly avoided a disaster last month! I routinely call Tom Meierotto to confirm the availability of the meeting room, only to find out he was going to be out of town the day of our meeting. I then made a few phone calls and sent some postcards to our out-of-town members informing them that the meeting will be postponed until February 25. Checks and balances...

Speaking of checks and balances, that's exactly what our demo for the Feb. meeting was. John demo'd the latest, greatest version of Phasar (4.0) to the members and explained in great detail the business end of keeping track of your finances. Many members watched with great anticipation since they were in the market for such software, and Phasar does, indeed, fit the bill.

We have a good supply of both 5.25" and 3.5" blank generic DS/DD disks for you to purchase. We sell these at cost plus a few cents. It gives members the convenience of buying blanks in small quantities and not having to "buy in bulk."

We had nomination of officers and it appears that there will be little change for the coming year. The club almost runs itself now and the "work" is very minimal. If we had over 100 members, then it would be a different story!

A little more discussion about taking the summer off, meetings for April & May occurring on "holidays," resulted in the possibility of having one BIG BASH the first week of May. More about this next month...

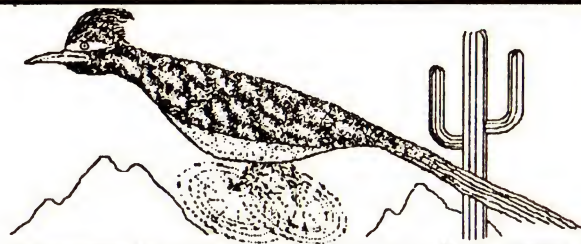
I've decided to drop the clubs' "monetarily" supporting Micro Simulations. Do the names Leo Whittenberg, Dennis Neil, Larry Bushnell, Neil Nathan, etc., ring a bell? These are members who for years requested access to Micro Simulations...and never called. If you ask me, that's a waste of money. It's too easy, when offered a service at no cost to you, to accept and never use the service. Traffic on the PACE conference is virtually nonexistent, sooo...I have arranged to have the regular membership to the BBS (\$20.00) cut in half to \$10.00 for PACE members who want access. From now on, if you dig deep, pay the fee when your current time expires, never call, nobody will care!

Portfolio & Lynx are stripping inventories, FAX, STE selling well in Canada, rumors of an "Atari Revolution", make 1990 an interesting year! See you at the next meeting on Sunday, March 18th, 6:30pm, Wisconsin Dept of Transportation Bldg.

- * Hybrid Arts DX-Droid Librian..... used \$40
- * Hybrid Arts Simpte-Track MIDI sequencing software with Simpte-Sync Box used \$300

Jim Bergen (503) 382-4554

63274 Boyd Acres Rd., Bend, OR., 97701



PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 10am to 12pm.

President	Richard Covert	(602)993-6463
Vice President	Lance Summers	(602)584-1183
Treasurer	John Steiner	(602)849-8949
Membership/Sgt. Arms	Mike Zachary	(602)273-1185
Recording Sec/ Editor	Jim Keho	(602)934-9181
Disk Librarian	Charles Cullinan II	(602)992-9040
Publications Librarian	Donald Thompson	(602)486-1593

Club Minutes for Feb. 10, 1990 - by Jim Keho

The meeting was called to order at 10am with about 30 members and visitors in attendance. We had a reading of the previous month's minutes. Then John Steiner reported we have \$877 in the club's treasury, not counting income from this meeting.

We had a discussion about becoming a legal non-profit corporation. The cost of filing with the State was estimated at \$150-\$200. A motion from the floor tabled this discussion until a later time.

Richard Covert told us of his continuing efforts to get Bob Brodie (Atari's User Group Co-ordinator) to visit our club. Due to some scheduling conflicts (and Bob moving), Bob won't be able to come until the May 12th meeting. We'll try to make this a joint meeting between SEVAC, NWPAC and the Tucson club so we can have a good attendance for Bob.

Ways to increase the club's membership was brought up (again!) with a suggestion of putting ads in Computer Shopper (that are free), making up some handout sheets (that members can pick up at each meeting and pass out at their work, school or whatever) and working with the local computer stores.

Lloyd Pulley (PHAST Times editor) brought to the members attention the need for more local articles for PHAST Times. He threatened to leave 4 pages blank in the next issue if he didn't get more local articles. Folks can mail him articles at the address on the PHAST Times newsletter, upload articles to ST Base in area #15, (just call the article FORLOYD, FORPHAST or something like that) or bring them to the meetings on a floppy disk (the club will return your disk). He'd like the articles in either ASCII or 1st Word/WordWriter format with no formatting (i.e. tabs, centering). If there are graphics to be included, he can use .IMG, Degas or Neo formats.

Lance Summers demo'd the new VideoKey that we received from Practical Solutions (our first product from their ACE support club). The VideoKey has audio and video outputs and allows you to connect your ST up to a TV or composite monitor without having a modulator.

10:50 -BREAK-

The meeting came back to order at 11:00 am. There was a drawing for the free door prize, 4 disks containing High-rez graphics, some of which was printed in the Feb. 1990 PHAST Times newsletter. These 4 disks are also available for \$7.50.

Brien King then demo'd his new Overscan modification. It does require TOS 1.2/1.4 to work. It was quite impressive. Brien promised a couple of articles for PHAST Times describing how to install it.

Dave Thorson then showed us his new desk utility program called RUNNER that he wrote in GFA Basic (3.07). It's a shareware (\$10 donation) program that has many of the features of HotWire. It's available in the club library or on ST Base BBS. Dave also did a demo of the game Powerdrome.

The meeting adjourned at 12:10pm. The next meeting will be on March 10th, at 10am.



P3ACE Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Dave Koster,	550-1410
VPXE:	John Sandgren,	559-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130



ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

We meet at Rock Valley College, the third Saturday of each month. Meetings start at 9am, and usually run until noon. We are a support group, dedicated to helping each other learn and enjoy both ATARI 8-BIT and ST/MEGA computers. Our meetings are open to everyone. Address is RACC c/o Andy Learner 3902 15 Avenue 1 Rockford, IL 61108 CAMILLE 2000 BBS 815-397-5327

ANDY LEARNER	President	815-397-5316
MARK KUNKEL	ST VP	874-5546
JAKE OLBRICH	8-Bit VP	332-5303
ROGER CREEDEY	Secretary	877-3769
THOM LOFTHOUSE	Treasurer	654-1863
DAVE ZOLMIERSKI	8BIT Librarian	654-0247

We have some very exciting events coming up in the next couple of months. First, Saturday MARCH, 31 is the local Ham-Fest and Computer Fair. This event draws quite a few people from all over the region, and has been turning into more of a computer show, with more discount computer vendors showing up each time. I got a bargain 20 MEG hard drive for pennies on the dollar.

This next event, I will try to get us tables in a common area, with local vendors Xanth and Randee's Music, so we can show the "power without the price" of our machines all in one spot. Although last event, local APPLE and IBM type clubs were invited, only the other club and RACC had displays. We demonstrated the MEGA 4 with GCR and Laser printer, two other ST systems with different applications, three 8-bit systems, one with games, one with our BBS and one with a MIDI setup. The other clubs display paled by our examples!

Moving right along, our next event is something we have been wanting to have for some time now. The LCACE Atari club, in conjunction with MILATARI, are sponsoring the Midwest Atari SwapFest '90, to be held at the Day's Inn of Gurnee Illinois. The event will take place Sunday, April 22 from 10:30 AM to 4 PM. Tickets are available from Andy Learner for \$2 advance, or will be \$3 at the door. One dollar of each ticket purchased from us goes into our treasury, so if you are planning to attend, please buy your tickets from us. Bob Brodie, Atari User Group Liaison, will be attending and promises to bring "Whatever I can get my hands on."

George Luhman, Dave Zolmierski and Andy Learner have formed the committee to design a logo for our club and have it silk screened on T-SHIRTS. We also plan to make available two different size logos, one for say a T-Shirt pocket, and the other larger size for fronts of shirts and backs of jackets. You may bring in your own jacket or shirt to be screened for \$5.00 or buy one of the shirts from the club for \$12.50. If you attend either of the previously mentioned events, please support us and wear club colors!



3512 Lawrence Dr. Rapid City,
SD 57701 (605) 348-6331

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are \$12 for basic membership and \$15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Gregg Anderson	(605)-348-6331
Secretary	Mike Douglass	
Treasurer	Mike Randall	
NL Editor	Mike Harbison	
ST Librarian	Mark Wolf	(605)-923-2841
XE Librarian	Ken Kayle	(605)-343-7289

President's Particulars

It is a relief to know that we will be able to retain Gregg and Mark W. at least for a while yet. The military doesn't always see the need to co-operate with RACE's need for good members and officers for some odd reason.

Plans for our MIDI show are coming together. It's nice to see the enthusiastic reaction of our new location. Some teamwork will be needed to man a booth for a few hours.

Welcome aboard to our new young member, Joey! There's plenty of room at RACE for beginners to the old-time hackers.

See you RACE drivers Sat. the 17th at the meeting...Rick Barton



SEVAC Seconds by Marc Dyer

Well, this is our second month with the AIM organization. I hope you enjoy the magazine as much as I do. AIM magazine was the major topic discussed as the business portion of the meeting. All members present received their AIM magazine prior to the meeting with the exception of one who had moved to a new address. This is a first. "Nybbles and Bytes" never seemed to make it before the meeting despite the fact that it traveled approximately 1800 miles less. Great job!

The club's treasury still is approximately \$1400. There were no new additions to the 8bit library and Mike McKittrick did not attend the meeting with the ST library. Next month we'll have the last two months of the AIM disk plus the Disk of the Month with some tax spreadsheets. Congratulations to Glen Gieske the winner of Pagestream and John Zbyszinski the winner of Regent Word II. We hope to have more raffles for club members in the future, but you can't win if you don't attend!

The February's meeting focused on monitor displays for the ST computer. It looks like the RGB cable for the JVC projector is finally correct. Tim Barr's NEC Multisync 3D monitor display was very good connected with Tim's home brew cable/converter. Tim has a little 'tweaking' to do to remove the ghosting effect, however, this is the best high resolution display I've seen on a multisync monitor to date.

The March 17th meeting will feature an in depth demonstration of FONTZ by Neocept, OPUS(a shareware spreadsheet), and a special interest group meeting following the general session for Pagestream.

The April 21st meeting will be the annual SEVAC swap meet. Trade or sell your original software and hardware. See you there!



Meeting Notices Combined Club Meetings: January 15, 1990 (7:30 to 9:00 PM) at the Camp Hill Shopping Mall Community Room. This date is different from that listed in the December newsletter.

Future Meetings: March 19, 1990 (7:30 - 9:00 PM) April 16, 1990 (7:30 - 9:00 PM) May 21, 1990 (7:30 - 9:00 PM) June 18, 1990 (7:30 - 9:00 PM) July 16, 1990 (7:30 - 9:00 PM)

All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.

View from the Bridge by Rich Deen STARDATE: 020690

Greetings! The Board has been working on some improvements for the club. In an effort to keep club members informed, I have been keeping a notebook of all club correspondence (including the Board Minutes). This "Correspondence Notebook" will be available at all regular meetings for your viewing. In this light, we will be covering highlights of the minutes in the insert and you will be able to see everything at the meeting.

The April meeting theme will be featuring music related programs for both 8 bit and ST systems. To go along with this, we have decided to auction off the Tweety Board stereo board (for ST/MEGA computers) by Sealed Bid. So if you're interested be sure to show up. If you can't make it but are still interested, give John Slade or myself a call to see about submitting a bid.

The Board has initiated a new policy to increase donations to our Raffle Table. For every item you donate, we will increase your membership subscription by one month. This does not include blank disks. As many of you may already be aware we have begun Fund Raising. Come to a meeting for more information.

The ST Starter Pak is now ready. This is a four disk set containing four disks (double sided) packed with many files, including: boot programs, utilities, formatting programs, desk accessories, games, information files, and plenty more. Cost is \$12.00 for SPACE members (\$15.00 for non-members, including shipping and handling). A special offer exists for single sided drive owners consisting of the same material on eight single sided disks. It costs \$17.00 for SPACE members (and \$20.00 for non-members including shipping and handling). If you are interested in receiving a printout of all files send \$1.00 to the club address listed above.

Also, I would like to try and get a handle on all the property which S.P.A.C.E. owns. If you have something that belongs to S.P.A.C.E. please submit a list of it to me by June 1, 1990. We will be comparing this to our current list.



President	Claudette Tishler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

\$12.00 per Year with a one time sign up fee of \$13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM



The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. The ST Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing.

We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting of the month is always the second Saturday of the month, at 12:30pm. The second meeting of the month is held on the last Thursday of each month at 7:00pm. Meetings feature demos of the latest ST software, as well as help for the those that might be having problems with their computers.

Membership in the ST Club of El Paso includes a year subscription to the magazine you are holding in your hands, discounts on software at Jenkins' Computer Store, and access to one of the largest public domain libraries in the nation. We also offer technical help, and we sometimes have a party or two when we run out of computer things to talk about. Voting membership is \$20 a year, Sponsored and Newsletter only memberships are \$15 a year.

To become a member of the ST Club of El Paso, call 915-821-2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President	Tim Holt	915-821-2048
Vice Pres	Morris Miller	594-1906
Sec'y/Tres	Joann Anderson	751-2710
Editor	Paul Stampfli	821-4861
Librarian	Norm Bates	593-6234

Local BBS's that support the ST Club ST El Paso BBS 751-7837
Data Retention Center 821-0006

From the President

February had a really interesting meeting. The hot topic of conversation was about the club getting a BBS. Skip Ford offered part of his BBS, the Data Retention Center, for club use, and we could make it an official ST Club BBS area. I, and a few others, wished for the club to get an entirely separate BBS, dedicate entirely to the ST computer. The debate got rather interesting, as several members voiced opinions. Many members stated they would get a modem, if the club had a BBS. Norm Bates stated rather eloquently that we should try Skip's offer, because it was more economical, and since not all members of the club have modems, we should not spend club money on something only a few could use.

My train of thought is the BBS would be mainly for club members, and the Disk of the Month and our library would be online. This would require a fully dedicated SysOp, and Skip indicated he preferred to remain a "hands off" type sysop with his board.

Perhaps we can resolve this debate at the next meeting. I really enjoyed the banter, and to you new members, we rarely get into conversation so deeply. Bob Pack made an appearance at the meeting, and it was good to see him up and about after his recent illness. We picked up two new members: David Poehlein, and Paul Dixon, both of El Paso. Welcome to our club.

The club voted to *not* change it's name, although a great name was submitted by Steven Bruck: Atari Computer Club of El Paso, Texas, or ACCEPT. I liked that idea, but members voted to keep the ST Club of El Paso. What a bunch of conservatives...

Mark Davis attempted the first coup attempt in club history by shooting me with a rubber band during one of my BBS speeches. Since we never did get a constitution for the club, had I been killed by the rubber band, Mark would now be your leader. Luckily, Mark can't aim worth a turd, so I am still around. I will ask the club treasurer to purchase a rubber band proof vest for any of my next club appearances.

In a desperate attempt to keep all our options open, Skip Ford won the door prize, which was Word Up. (Not really, he won it legit...I promise.)

April will have the best of public domain, with Norm Bates as moderator, and of course the club will continue to meet on the last Thursday of each month as well as our regular meeting.

Until next month, Viva El Revolution!

Tim



Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 72110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - \$20, Correspondence - \$15. Dues are prorated at \$1.25/month for correspondence membership and \$1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

State of the T.A.C.E. by G.L. Ray, T.A.C.E. President

It's the middle of January when the President makes his State of the Union Address, so I thought I would do my part and write a State of the T.A.C.E. article.

Last June, when I took over as the T.A.C.E. President, our club was not in very good shape. We had two main problems...dissension within the club membership and an indebtedness to Puget Sound Magazine of over \$120. We have worked hard as a group to both solidify our club financially, as well as to resolve any differences between club members.

I believe that both problems were related to the same cause...club money being spent without club approval. Our past President and club BBS Sysop, Michael Beard, had a tendency to do things on his own, without club approval. He got things done...but maybe not what the club wanted done. Mike's primary interest was the club BBS, which had a tendency to need frequent repairs, as well as frequent upgrading of club equipment...all on Mike's own initiative, without a club vote. Club dues, which should have been going to pay for our monthly magazine bills, were being diverted to fund the BBS needs, and we were getting in debt to P-Sound. The club membership, as well as fellow officers, were unaware of our dilemma until the May meeting when Mike announced he was not running for President or Sysop and finally told us of our indebtedness.

I say all of this not to tear down Mike's leadership, but to point out one very important fact about any club or organization...the officers only have the authority the club has authorized to them. I, as T.A.C.E. President, have no more right to dictate club decisions than any other member.

At the first club meeting after assuming the office of President, we made two decisions. Number one, no club money would ever be spent without prior club approval. And number two, the Treasurer will make a report of the club's financial status at every meeting. We have adhered to that. We also did a membership survey to determine the priorities of club members. What we found was the Club meetings were the number one priority, followed closely by the BBS. The magazine came in third, with Club Disks in fourth. First place was only separated from fourth place by five points. As you can see, all of our club functions are important to our membership, and we can't put one priority over another without club approval. We have to seek the will of the people.

The membership as a whole has worked diligently to restore our treasury to a plus balance, instead of a minus. We have had bake sales at meetings, software donations sold at meetings with the proceeds going into the club treasury, and disk of the month sales. We did away with our Club post office box (about \$30 per year), and we are now paying each member's magazine subscriptions up front for the entire year as soon as they join. Our treasurer, Stephen Moffitt worked very hard, paying a little each month, and has paid off our indebtedness to P-Sound, and reported last month that we now are debt free with a balance of over \$20 (Not much, but we are in the black).

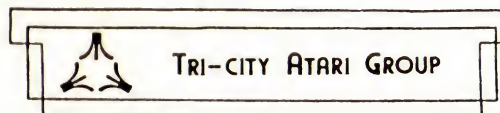
We virtually have no expenses. BBS Sysop Rick Spencer pays

for the phone line himself. The mail is sent either to Ron Hamilton's address, or my own. We pay each member's magazine subscription in advance as they join up. Club disks for disks of the month have been donated. We are really working together to make this club work, and I appreciate everyone's efforts.

At the close of last year we were kicking around ideas that could maybe help us strengthen our club. One suggestion was to merge our club with the Atari Computer Club of Oklahoma City (ACCOKC). I contacted their president, Fred Jones, and we discussed the idea, with his promise to present it to their officers at their next officer's meeting. ACCOKC is an 8-Bit only club, many of their members of which used to be T.A.C.E. members. When I contacted the ACCOKC president to follow up on our discussion, he said their officers did not want anything to do with our BBS, or with AIM magazine, but we were welcome to join their club...they always welcomed new members. To me, as well as to our membership, this would not be a merger. A merger would combine the good points of both clubs to form a stronger organization, and serve everyone better. Their attitude was more or less fold up T.A.C.E. and join us. Well, no thanks...we like our BBS, and we like our monthly magazines, and many of us have put too much time, sweat, and money into T.A.C.E. just to close up shop and forget it.

So where do we go in the future? Forward! We have a good base on which to build, so let's get on with it. How can individual's help? Attend club meetings...make your ideas and views known...purchase the club disk of the month...submit articles to AIM magazine...get involved...and enjoy your Atari friends and the computers they use.

Thanks once again for your support,



The Tri-City Atari Users Group meets the last Saturday before the 18th of the month, at 9 am at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are March 17th, and April 14th, 1990. Officers:

President	Steve Volker	865-9035
ST Librarian/Tech Advisor	LeRoy Valley	686-6796
Treasurer/Secretary	Marty Schmidt	792-6029
8Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only \$20, which provides support for both the 8-bit and ST, and full access to the club's PD library, along with a year's subscription to Atari Interface Magazine. Check your mailing label, if you need to renew (or haven't joined us yet!), DO IT NOW!

First Up... Before I get going on the things that happened and are happening this month, I've got a new 'slant' for you. The meeting was really fun this time. I'm not suggesting that usually it isn't or that there was that much more going on this time, I'm just saying it was *fun*! The turnout was good, no scares about Atari's demise were brought up, noone had any big complaints about anything, everyone was in a good, happy mood, and...I had fun!

I've been standing behind the podium for about nine months now, and have often had a number of different concerns when up there. I've sometimes sat and pondered my responsibilities as an Atari club president, or agonized over whether or not I was living up to the level of abilities of previous presidents. I have even got it in my head once or twice that I determined the survival of the club by my efforts and attendance. I have also stood there smiling when I was very aware that I was not filling the shoes of my predecessors adequately, and felt like never coming back.

Well, I didn't think any of those things today. I just sat and listened and watched. I made no effort to sway or instigate anything. I barely added anything at all, and you know what...everything still happened!! We really have a great group!!

What You Missed... There really was an awful lot going on at this meeting, starting with a raffle for PageStream 1.8! As part the amazing support we have received from Soft-Logik, we were able

to award this fine, premier DTP package to Mr. Lucky himself, Wayne Fenior! (Where does this guy get his luck?)

As part of the normal business part of the meeting, LeRoy came up with a surprising request/proposal! As the ST librarian, LeRoy suggested that we lower the cost of the Disk of the Month to \$3 for double-sided, (\$2 for single-sided-still available by special request). As unexpected as it might be, the majority of the members voted to accept the discount, after an amendment to offer the disks at a special 2 for \$5 rate.

Perhaps the most expedient way to describe the demos at this meeting would be to list the things not demonstrated. I will nonetheless endeavor to be complete. At power-up, LeRoy began by telling us about his newest alteration to his MegaST 'du Valley', the Mega-Click keys by BEST Technologies. As we listened excitedly to the IBM-like "CLICK!" sounds emanating from his keyboard, LeRoy went on to explain how easy it is to desolder the old and pop in and resolder the new, in a matter of a few, short minutes. The key clickers come in packages of 30 for about \$65. A few minutes computation should point out to you that at least three bags are necessary to do the whole keyboard, bringing the total cost to nearly \$200.00, so the next question asked would be *is it worth it!* The apparent answer is *yes!!*

Actually, regardless of what was being shown, it was a treat to watch LeRoy's machine work anyway. With the Turbo 16 board installed, working with the Blitter, and being assisted by TurboST version N.R.Y. (Not Released Yet), that sucker was *fast!!* Then came the real surprise!! *Supercharger!!* The IBM emulator from Talon Technology, Inc.

Not yet even released in the United States, it was up and running here at our little ST group. And it was *VERY FAST!* (4.2 on the Norton scale.) It works on 520s, 1040s, Megs, STes and STACys, and has no specific memory requirements. It plugs into the DMA port so there is no need to open your computer (you can daisy-chain it off your hard drive), has a mouse driver, supports true Hercules monochrome and CGA, leaves COM2 for serial devices like your modem and is 100% compatible with MS-DOS programs, and actually may make your hard drive faster!! Uses your resident RAM, has HOT keys to switch between ST and PC programs, (without rebooting), and.... Hey, this is some emulator! Retail lists at \$399.00. There are a few problems with it though, like no backslash key, (not mapped), and no joystick driver. Also, there is a reset required with some programs, and at the initial boot. But still...

By the way, we have picked up at least one new member every meeting since the first of the year! On the 8-bit scene, the 8-bit users have doubled in the last few months, lots of exciting stuff going on. Sargon II was demoed today, a fine chess program. Looked nice, though MOVE commands are a bit laborious through the keyboard.

There were three chess programs demonstrated on the ST, Psion Chess, Chessmaster 2000 and BattleChess. Each had it's strength and weaknesses. Psion Chess was by far the best 'player', being human-like in its approach, Chessmaster 2000 has 3D display, a large number of options, and the computer talks!, and BattleChess is, well, BattleChess, with life-like movement and sounds and entertainment fight scenes. All three were unique and worth checking out.

What You Shouldn't Miss... Next time, we have a *logo contest!!* AIM has expressed an interest in having us spice up our club logo a bit (go figger?), and a couple of us around here had discussed just such a thing anyway, so we are holding a contest, open to all members, to submit ideas in nearly any medium, that we could use in revamping our name and/or LOGO. The prize is two free Disk of the Month offerings of your choice. Also next month, a combination demo and comparison test between PageStream 1.8 and Calamus. Yea!!

On Another Note... Check out our Disk of the Month #59. Also, look for a report of our meeting with Bob Brodie, the new Atari UG coordinator, who will be in Ann Arbor tomorrow.

Equipment Volunteers For Next Month... LeRoy Valley and Wayne Fenior will be bringing it all for the ST. Ted Beauchamp has the 8-bit stuff.

UNIACE Upper NY Atari Computer Enthusiasts

The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of \$8 per year. Monthly meetings are informal and open to all who are interested in Atari microcomputers.

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.



The February meeting of WAUG was held on Tuesday, 2/13. President Craig Harvey temporarily yielded the floor to visiting ex-president Jon Brode who blessed us with his memorable opening line from his prior reign. Craig then restored calm and order by announcing the meeting topic and distributing a survey to find the members' preferences regarding future meeting topics.

Craig then reminded members of a special meeting to be held on Sunday, 2/18, where guest speaker Bob Brodie of Atari Corp. would be demonstrating STacy and Spectre GCR, an STe, and the Lynx portable game machine.

Member Dan Cable took us on a "tour" of his PC Speed IBM emulator, showing us how he configured the system (not an easy trick, since we were looking at a mono monitor), although he noted he has not ever successfully made the mouse work as he thought he should be able to do.

Guest Mark Beaudoin then demonstrated his Spectre GCR Macintosh emulator, which was connected to the same computer that contained PC Speed (a VERY versatile ST!). Mark contrasted the GCR's "ease of removal" to the permanent installation of PC Speed, which may or may not be important as future upgrades could easily include hardware as well as software replacement. Mark reports that disk access is noticeably faster with TOS 1.4 installed, and, to his surprise, got to give us an unexpected demonstration of how the Future Systems GTS-100 disk drives do not work with this system. (Sorry, Mark! But you know what they say about how if your disk drives don't work you should always check your Cable?)

Craig announced he would be travelling to Toronto on April 1 and suggested the possibility of a car caravan or other transportation if the members are interested. Presumably this conversation will be aired again at the March meeting.

ST Librarian Russ Crum distributed/sold copies of the monthly AIM disk (which is very well received!) Russ announced a "subscription rate" for persons who pay in advance to receive the AIM DOM for a full year.

Where else but WAUG could you find a person winning the PageStream package who doesn't even own an ST??? Congratulations to David Brzezinski! Additional congrats to Jim Shillington, who won the Celebrity Cookbook. Jim may not find out about this until he reads it in AIM, since he left the meeting early!

The next meeting will be held on Tuesday, 3/13. We will be discussing SpartaDOS and, hopefully, reviewing some of the current UNIX/multi-tasking/networking systems that have been making their way into the ST arena.

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March 1990

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SUN	MON	TUE	WED	THU	FRI	SAT
				1	2	TACE 3
4	5	ACCD P3ACE XI/XE 6	GRASS 7	FACCS 8	Starfleet 9	COAC El Paso MAUG PHAST CACE 10
11	ACCT Atari Fed UNYACE BACE 12	WAUG 13	LACE O-ACES 14	BRAG- ST 15	16	RACC RACE TAG SEVAC 17
PACE MGAUG BRACE 18	SPACE STANCE 19	MACE STIG JACS 20	CCCC 21	P3ACE ST sig 22	23	24
ABLE 25	26	27	HACE 28	29	30	31

April 1990

Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	ACCD P3ACE XL/XE 3	GRASS 4	5	6	TACE 7
8	ACCT Atari Fed UNYACE BACE 9	WAUG 10	LACE O-ACES 11	FACCS 12	Starfleet 13	COAC El Paso MAUG PHAST CACE 14

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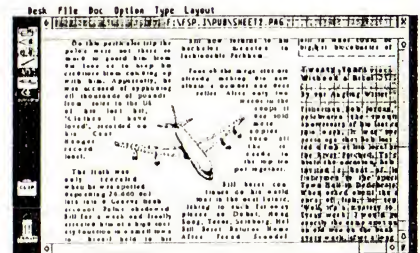
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